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Monthly**

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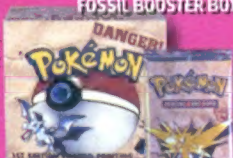
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THEME DECKS



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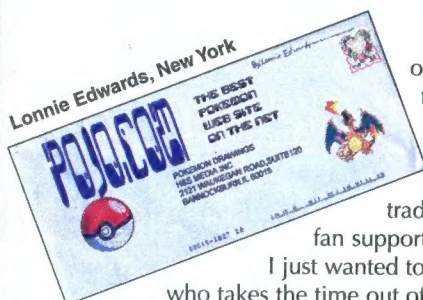
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Greetings From PoJo

PoJo's Got Mail—and How!

Your letters are truly awesome! I used to get only one page in the magazine to answer fan letters. I begged, clawed and scratched for more room, and they finally gave me three whole pages!



We get well over 500 pieces of Pokémon fan mail each and every month. They are loaded with artwork, questions about the cartoon and trading-card game, and general fan support. In short: They're great!

I just wanted to say thanks to everyone who takes the time out of their day to write and illustrate these cool letters! I'm going to keep this "Greetings from PoJo" brief, so the art department can use this space to show some of your cool creations.

Enjoy the magazine, everyone!

Joshua Winters, Colorado



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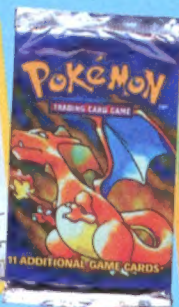
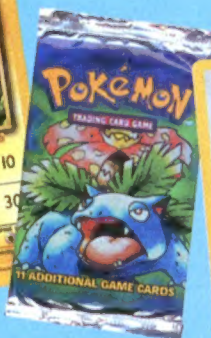
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Lightning strikes again as Pokémon burns up big screens in both the U.S. and Japan. Walk the red carpet with the Pojosama to find out the details.



32 **Cover Story 3-D Attack!**

Some of the world's most-powerful Pokémon have escaped into the third dimension, and Pojo needs help rounding them up. Don't worry if you're out of Poké Balls — all you need to catch these guys is the special pair of 3-D glasses included in this issue.



50 **Neo Strikes Again**

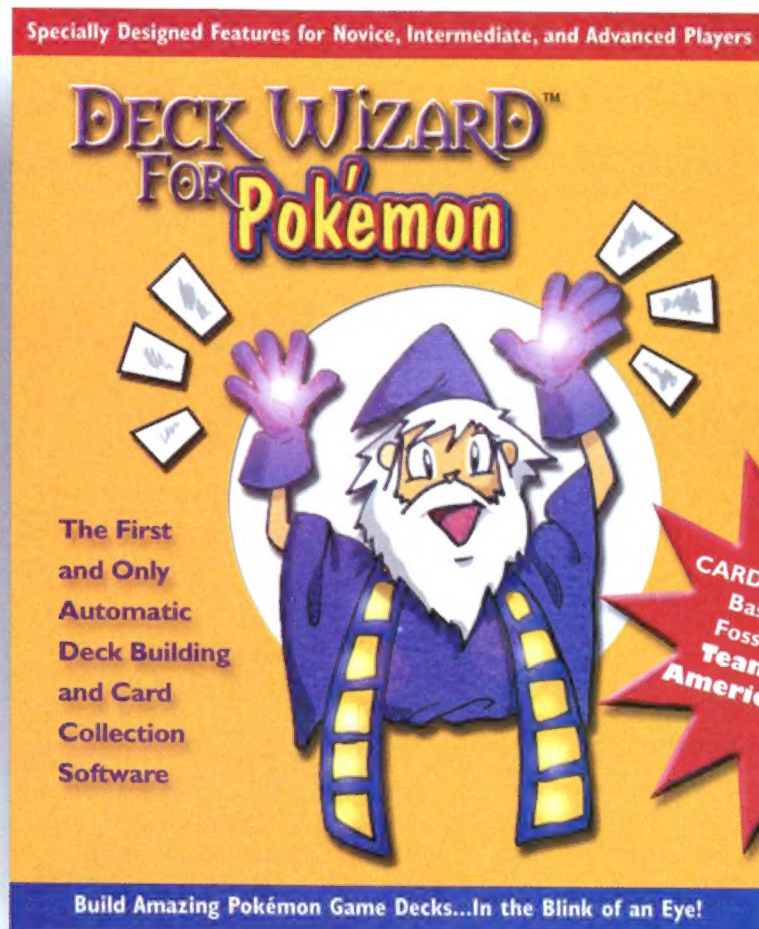
Can't wait to put Annoon or Entei in your deck? Check out Pojo's top-secret translations and exclusive card ratings.



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Looking for the perfect gift for a beloved Potterhead? Wonder which house you'd be placed in at Hogwarts? How well do you really know the Potter books? Check out our Harry Potter bonus section.

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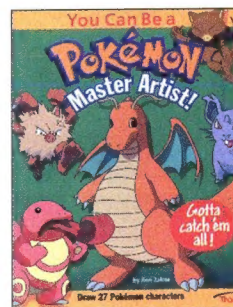
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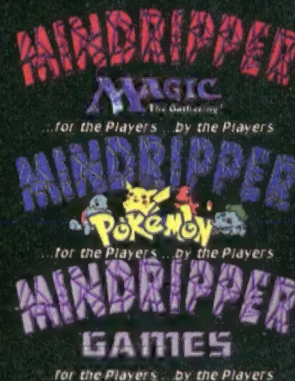
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PoJo's Mailbox

We get hundreds of letters each month. I apologize that I can't write everyone back. If I did, I wouldn't have time to play Pokémon. I pick a few questions to answer each month in the magazine. Thanks for all the great letters!

Also, please don't ask us for free cards. We don't have extra holofolds just laying around. And, please don't send me any of your valuable Pokémon cards to trade with me. These cards are sometimes ruined in the mail and/or accidentally stapled, as well. — PoJo

Dear PoJo:

I really like your Web site. My favorite part is the Dragon Ball Z section. My sister and I also love your Pokémon magazine because it gives us strategies for the Pokémon League on Saturdays.

Molly Tracy, Rhode Island

Dear Molly:

I'm glad our Web sites and magazines help you out. Our site keeps expanding, by the way. In addition to Dragon Ball and Pokémon, we now have the coolest sites dedicated to Digimon, Monster Rancher and Gundam Wing. If you haven't stopped by www.poj.com lately, come by and take a look!

Dear PoJo:

My friend said that in Gold & Silver, if you have a male and female version of the same Pokémon, they can have an egg together, and it will hatch into a baby Pokémon.

Edward Cuyatti, New York

Dear Edward: Your friend is correct. Some Pokémon do mate and this is how you get Pichu (baby Pikachu) in the game.

Dear PoJo:

Which six Pokémon would you use to beat the Elite Four in Pokémon Red/Blue/Yellow?

Valerie Gingrey, Illinois

Dear Valerie:

Well, I don't know who I'd bring right now, but I can tell you the six Pokémon I originally used to defeat the Elite Four for the first time: Gengar, Venusaur (my starter), Zapdos, Charizard (acquired via trade), Articuno and Hitmonlee.

By the way, a Pokémon expert at Nintendo personally told me that one of the most overlooked monsters in Pokémon Red/Blue/Yellow and Stadium is Nidoking. He's a strong Grass Pokémon who can learn a couple of Electric attacks.



The third Pokémon movie, Lord of the Unknown Tower, recently opened in Japan.

Dear PoJo:

I have a couple of questions: What is your favorite Pokémon, and will there be a fourth Pokémon movie?

Ethan Spencer, Indiana

Dear Ethan:

My current favorite is Gengar. I got attached to him while playing Pokémon Blue. Dream Eater is da bomb!

To answer your second question: Yes, there will be a fourth Pokémon movie! My friend in Japan recently



The PoJo Web site, www.poj.com, has grown to include lots more than just Pokémon.





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English Original Unlimited	ID12360	\$ 2.99
English Jungle Unlimited	ID12340	\$ 2.99
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English Team Rocket Unlim	ID14025	\$ 2.99
English Original 1st Edition	ID12361	\$ 29.95
English Jungle 1st Edition	ID12362	\$ 5.99
English Fossil 1st Edition	ID12363	\$ 2.99
English Team Rocket 1st Ed	ID14015	\$ 2.99
English Base 2	ID12366	\$ 2.99
Spanish Original 1st Edition	ID14500	\$ 2.99
French Original 1st Edition	ID12365	\$ 2.99
German Original 1st Edition	ID12364	\$ 2.99
Japanese Series 1	ID11970	\$ 3.99
Japanese Series 2 Jungle	ID11980	\$ 3.99
Japanese Series 3 Fossil	ID11990	\$ 3.99
Japanese Series 4 Rocket	ID12000	\$ 3.99
Japanese Series 5 Gym	ID12010	\$ 3.99
Japanese Series 6 Gym 2	ID12020	\$ 3.99
Japanese Series 7 Neo	ID12021	\$ 3.99

ENGLISH TEAM ROCKET HOLOGRAPHICS

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Blastoise (Dark)	ID14010	\$ 24.95
Charizard (Dark)	ID14020	\$ 39.95
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Dragonite (Dark)	ID14030	\$ 19.95
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Goatbat (Dark)	ID14050	\$ 6.95
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Theme Decks or Starters are very popular among collectors. English Theme decks generally contain 60 cards including 1 holographic card. Japanese Theme decks generally contain 84 cards including 1 holographic card with the exception of the NEO Theme deck. It contains 2 holograph cards!!

Starter	ID11870	\$ 8.99	Water Blast- goes w/ Jungle	ID11920	\$ 9.95
Hot Water- goes w/ Base 2	ID11952	\$ 9.95	Japanese Starter	ID12090	\$ 12.95
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Lightning Bug- goes w/ Base 2	ID11953	\$ 9.95	Japanese Green- Erica	ID12110	\$ 19.95
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Psych Out- goes w/ Base 2	ID11954	\$ 9.95	Japanese Sabrina- Purple	ID12120	\$ 19.95
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Devastation- goes w/ Rocket	ID14370	\$ 9.95	Japanese Neo	ID12182	\$ 19.95

ENGLISH ORIGINAL SERIES HOLOGRAPHICS

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Blastoise	ID10020	\$ 18.95
Chansey	ID10040	\$ 8.95
Charizard	ID10060	\$ 39.95
Clefairy	ID10080	\$ 6.95
Gyrados	ID10070	\$ 3.95
Hemomochan	ID10090	\$ 3.95
Machop	ID10080	\$ 6.95
Magneton	ID10100	\$ 3.95
Mewtwo	ID10110	\$ 7.95
Nidoking	ID10120	\$ 9.95
Ninetails	ID10130	\$ 3.95
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Ratone	ID10150	\$ 6.95
Venusaur	ID10160	\$ 14.95
Zapdos	ID10170	\$ 5.95

ENGLISH BASE 2 HOLOGRAPHICS

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Blastoise	ID30010	\$ 15.95
Chansey	ID30020	\$ 4.95
Charizard	ID30030	\$ 34.95
Clefable	ID30040	\$ 7.95
Clefairy	ID30050	\$ 7.95
Gyrados	ID30060	\$ 4.95
Hemomochan	ID30070	\$ 4.95
Magneton	ID30080	\$ 4.95
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Scyther	ID30180	\$ 13.95
Venusaur	ID30170	\$ 13.95
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Zapdos	ID30190	\$ 13.95

All Japanese foils available. Check internet site for prices.

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Jolteon	ID10380	\$ 14.95
Kangaskhan	ID10390	\$ 4.95
Mr. Mime	ID10400	\$ 14.95
Nidoqueen	ID10420	\$ 9.95
Pidgeot	ID10430	\$ 7.95
Poliwhirl	ID10440	\$ 7.95
Scyther	ID10450	\$ 14.95
Snorlax	ID10460	\$ 14.95
Vaporeon	ID10470	\$ 6.95
Venusaur	ID10480	\$ 6.95
Vulpix	ID10490	\$ 9.95
Vileplume	ID10500	\$ 9.95
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Lapras	ID11760	\$ 6.95
Magneton	ID11880	\$ 14.95
Moltres	ID11840	\$ 4.95
Muk	ID11730	\$ 7.95
Ralohu	ID11720	\$ 4.95
Zapdos	ID11830	\$ 9.95

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Promo cards are Pokemon cards that do not come in packs. For example, the Ancient Mew was only sold at the Movie Theaters in Japan. These are tough to get. You will find that the Pokemon promo cards have the potential to become very valuable. We sold the Happy Birthday Pikachu card for \$40 a year ago. Now it's selling for over 10 times that. A 1000% increase is much better than the stock market annual returns. No guarantee of price increases but we can say that these are hard to find. Lower supply means higher prices!!!

JPN Series #3 Vending Sheet	ID11629	\$ 4.95
JPN 10 card CD Promo Set w/ Charizard, Mew, Blastoise, etc	ID11710	\$ 49.95
JPN Lapras CD Promo	ID11711	\$ 9.95
JPN Venusaur Gameboy Promo	ID10012	\$ 24.95
JPN Dragonite Gameboy Promo	ID10013	\$ 24.95
JPN NEO 9 card promo set w/3 foils	ID10008	\$ 9.95
JPN Ancient Mew w/Movie Program	ID10000	\$ 149.95
JPN Happy Birthday Pikachu	ID10007	\$ 499.00
JPN Southern Island set- 18 cards	ID12170	\$ 44.95
USA Movie Promo- Ectabuzz	ID10001	\$ 4.95
USA Movie Promo- Mewtwo	ID10002	\$ 4.95
USA Movie Promo- Pikachu	ID10003	\$ 4.95
USA Movie Promo- Dragonite	ID10004	\$ 4.95
USA Movie Promo Set- 4 cards	ID10005	\$ 14.95
American Mew- NonHolo	ID10011	\$ 1.95
American Mew- Holo	ID14035	\$ 14.95

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English Fossil Series 3 (62 cards)	ID12200	\$ 189.00
English Team Rocket Series 4 (83 cards)	ID14350	\$ 249.00
Japanese Series 1 (102 cards)	ID12202	\$ 249.00
Japanese Jungle Series 2 (48 cards)	ID12203	\$ 189.00
Japanese Fossil Series 3 (48 cards)	ID12204	\$ 189.00
Japanese Rocket Series 4 (85 cards)	ID12205	\$ 199.00
Japanese Gym Leader Series 5 (96 cards)	ID12206	\$ 179.00
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PoJo's Mailbox

went to the third movie, Lord of the Unknown Tower. He said that at the end of the movie, it was announced a fourth Pokémon movie would be released in Japan in 2001! Some people think Serebii will be its star.



This Japanese card from the first Neo set is the only Lugia card available.

Dear PoJo:

I want to know if there are any English-language Lugia cards?
Ricardo Soto, address not given

Dear Ricardo:

As of this writing, no. Lugia is available only in Japan. It was a holofoil in the first Neo set.

Dear PoJo:

I think they should make a movie called Digimon vs. Pokémon. What do you think?
Alex Tice, Virginia

Dear Alex:

I love the idea, but I doubt it will ever happen. Pokémon is the property of Nintendo, while Digimon is the property of Bandai. I honestly don't think they'll ever do something like this. But, I certainly would pay good money to see Ash and Tai go toe to toe.

Dear PoJo:

Could you tell me what and where is the thing that opens the gym doors to the Cinnabar Island Gym in Pokémon Red/Blue/Yellow?
Jacob Kough, Pennsylvania

Dear Jacob:

Many people had trouble getting into the Cinnabar Island gym. You need to find the secret key, located on the bottom floor of the Pokémon House on Cinnabar Island. If you guys need immediate answers to your Pokémon Red/Blue/Yellow questions, just visit www.poj.com. We have tons of frequently asked questions posted there.

Dear PoJo:

I was wondering in what booster pack can you find a Fossil Mew in the Pokémon Trading Card Game for Game Boy? I can't find it.
William Mejia, California

Dear William:

You will find Mew in the Mystery booster packs. So, just duel someone like Brittany, Amanda, Joshua, etc. Again, If you folks need immediate answers to any of your Pokémon video game questions, just visit www.poj.com. We have tons of frequently asked questions posted there. My buddy, Aaron, maintains the videogame section on our site and does an awesome job.

Dear PoJo:

Is the Japanese Birthday Pikachu the rarest card? If not, which one is?
Ernesto Limon, Texas

Dear Ernesto:

Birthday Pikachu is certainly rare. And since it's banned from tournament play in Japan, I doubt we'll ever see it in the U.S., which makes it more valuable. But it

certainly isn't the rarest or the most valuable card. The most valuable cards I've seen so far were the Gold, Silver and Bronze-Trophy Pikachu Trainers. These three cards actually fetched more than \$20,000 on an Internet auction site earlier this year! Yowza!



In Japan, the Yu-Gi-Oh trading card game rivals Pokémon in popularity.

Dear PoJo:

Are Digimon and Dragon Ball Z going to run Pokémon out of business?
Michael Lorusso, Illinois

Dear Michael:

Someday Pokémon will run out of steam, but I can't see it happening anytime soon. ➡



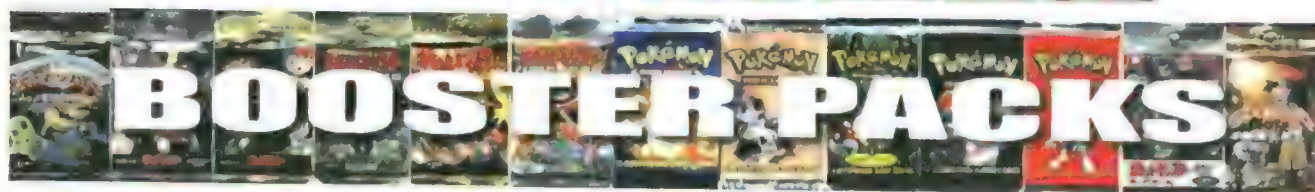
Birthday Pikachu is cute, but it's far from the rarest Pokémon card.



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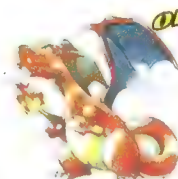
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Ask the Master

By Scott Gerhardt

Got a Question? Ask the Master

Send it to www.pojo.com



Do Mew and Ancient Mew count as the same card? Are you allowed to put four of each in a deck, or can you only use a total of four, regardless of the version?

Excellent question! It was originally believed that since Ancient Mew doesn't have an English equivalent, it would not be allowed in DCI-sanctioned tournaments. At the recent Super Trainer Showdown in Long Beach, California, however, Wizards of the Coast ruled that the card is legal — provided it's in a colored sleeve.

Here is a quick translation of Ancient Mew's powers:

Ancient Mew
Basic Psychic Pokémon
HP: 30
PP: 40
-CC Retreat
P Weakness
No Resistance

Regarding the number of each that can be played in the same deck: Creatures, the Japanese maker of Pokémon cards, ruled that the official name for the new Mew promo is just "Mew," not "Ancient Mew." This means that you can play with a total of four Mews, not four of each version.



Zubat is my Active and I attach a PlusPower to it. Then I evolve to Dark Golbat and use its Pokémon Power, Sneak Attack. Will it do 20 damage to one of my opponent's Pokémon, or just 10?

Another very interesting question. PlusPower states that if your Active's "attack does damage to the Defending Pokémon, the attack does 10 more damage." Technically, a Pokémon Power is not an attack, so your Sneak Attack inflicts only 10 damage.



Dark Golbat



Do Mew and the so-called Ancient Mew count as the same card?

? If my Active is a fully loaded Team Rocket Magikarp, can I use Rapid Evolution, evolve to Gyarados and attack in one turn? Also, can I use Rapid Evolution while Magikarp is Benched?

For some reason, there seems to be a lot of confusion surrounding this card. Allow me to clear it up: Rapid Evolution is an attack. Once you use it, your turn is immediately over. You can never launch two attacks in one turn and you can't attack from your Bench.



Lots of people are confused about Magikarp's Rapid Evolution attack.

? I have a question about how to calculate the damage inflicted by Dark Weezing's Mass Explosion: Do you count Koffing that have evolved into Weezing or Dark Weezing? Do the Koffing receive damage?

Once a Pokémon has evolved, it loses all characteristics of its previous form. So, a Weezing



How do you count the damage caused by Weezing's Mass Explosion?


counts only as a Weezing, not a Koffing and a Weezing. The most you can have in play at any time is four, so the most damage Mass Explosion can inflict is 80.

? A couple months ago, I got a holofoil Wigglytuff without a Jungle symbol in a booster pack. Is it fake?

No need to worry. For some reason during the later print runs of Jungle, a large quantity of holos were printed without the Jungle symbol. There are a lot of cards like this, and they are genuine.



? I bought a Neo 2 booster at my local card shop and got a holofoil Doburu, but I didn't get a non-holo "rare." Is this normal?

Yes. Neo 2 was printed with a holo "rare" in every single pack, but without any non-holo "rares" at all. This was the same distribution used for the Japanese Jungle, Fossil and Team Rocket expansions. 



Many Jungle cards are missing their expansion symbol.

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In the Know

Gym-tastic!

Wizards unleashes the largest Pokémon expansion ever

Things keep getting bigger and better!

On Aug. 14, Wizards of the Coast released the fifth Pokémon TCG expansion, Gym Heroes. The 132-card set, released hot on the heels of Team Rocket, is the biggest expansion to date, containing two more cards than the mammoth Base Set 2.

The set is a collector's dream because, like the original Base Set, none of Gym Heroes' 14 holofoil Pokémon appear as normal rare cards, making these powerful monsters even more sought after than before.

All of the Pokémon in the set contain the name of one of the four heroes — Brock, Misty, Lt. Surge and Erika — in their titles. This is important from a player's perspective because a regular Electabuzz and Lt. Surge's Electabuzz are considered two different cards, meaning players can include four of each in a deck. There is one restriction, however: A Gym Hero's Stage 1 or Stage 2 can only evolve from that hero's Basic or Stage 1. In other words, Erika's Vileplume can only evolve from Erika's Gloom.

The set throws another wicked curve at players: Stadium cards. Unlike normal Trainer cards, which are discarded after a single turn, these cards remain in play, affecting all subsequent turns. The only way to get rid of a Stadium card is by replacing it with another, so wise players will be sure to include at least a couple of these babies in their decks. After all, you don't want to get stuck on the other guy's turf!

In addition to their own unique Trainer cards, the four heroes also received their own 60-card theme decks, chockful of their preferred Pokémon types. Lt. Surge's deck, full of Lightning critters like Pikachu, Raichu and Electabuzz, is sure to give any Rain Dance



Lt. Surge's Fearow



Misty's Tentacool



The Rocket's Trap

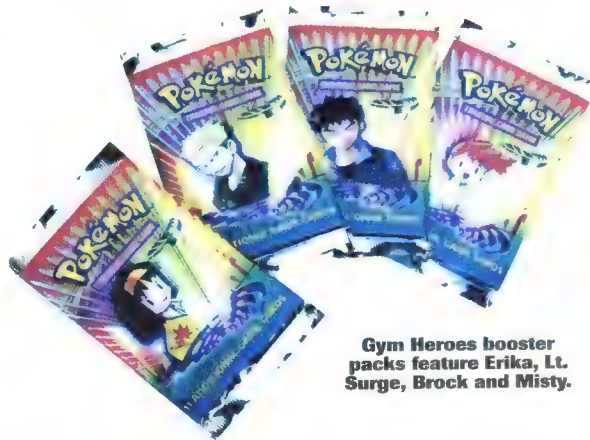


Cerulean City Gym Stadium Card

variant trouble, while Erika's deck, packed with powerful Grass-type monsters, will drive opponents crazy with lingering status effects.

The set also includes a sneak preview of the next expansion, Gym Challenge. Besides Brock's, Misty's, Lt. Surge's and Erika's cards, Gym Heroes contains a handful of cards featuring two more familiar faces, Sabrina and Blaine. Like the other cards in the expansion, these cards contain the likeness of one of the trainers in the lower right-hand corner for easy sorting.

By the time you read this, all of the first-edition cards mostly likely will have been snatched up, but there's still plenty of time to catch those holos. So, what are you waiting for? This is one gym you don't need a membership to join!



Gym Heroes booster packs feature Erika, Lt. Surge, Brock and Misty.

Tourney Turns Heroes Loose

On Saturday, Aug. 5, dedicated Pokémon TCG fans around the U.S. were rewarded for their patronage with a pre-release tournament set up by Wizards of the Coast at its WoTC and premier stores.

The tournament setup was simple: All you had to do was bring \$1 and a preconstructed Pokémon deck from home and you were in. And that \$1 went pretty far. For one, you got a foil Misty's Seadra card just for entering. Then you were given two packs of Gym Heroes cards — a full week before anyone else got them!

You could add any of your new cards to your deck, then you got to play in a three-hour tournament. The tournament itself could have been



Team Rocket's Meowth



Misty's Seadra
holofoil card

run better, but that didn't matter — you can't complain when you're getting so much cool stuff for a buck!

Also, a new session of the Pokémon League started that same day. By completing another sticker in your badge book, you had a chance to earn a cool Team Rocket's Meowth card (promo #18).

PoJo's Poll



Do you think
Charizard will
ever obey Ash?

Yes 80%
No 20%

Results of 12,480 votes cast at www.pojo.com

Star Power



The weather folk
Hogan and Pikachu (the
first starring mascot
at the recent Licensing
2000 International) trade
suits in New York City.
The annual event is for
consumer product
launching, marketing
and merchandising.

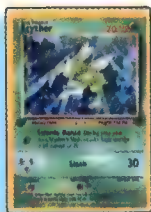
In the Know

By Peter (Spike) Bayless

After much deliberation, I arrived at a list of Top 10 Pokémon and Top 5 Trainers. My choices were based on a number of factors, including influence on the environment and overall playability. It was a harrowing process, and there are many excellent cards that simply didn't make the cut.

Trading Card Game

PoJo's Top 10



1 Scyther

Scyther is simply the best Pokémon out there. What sets him apart is unparalleled versatility, thanks to his colorless Slash attack. This makes him at home in virtually any deck. His 70 HP is excellent — Fighting resistance can come in handy, even with Hitmonchan dwindling. Free retreat enables you to whisk him out of danger, making him a handy choice for promotion after a knockout.



2 Electabuzz

Every bit as good as Scyther but not quite as versatile, Electabuzz took an early spot in the lead and has not given it up through Jungle, Fossil and Rocket. 'Buzz gives you high-powered attacks early in the game without relying on Trainer support, making him slightly more reliable than Mewtwo or Blastoise. On top of all this, he's very efficient, requiring only one colored Energy for each of his attacks.



3 Movie Promo Mewtwo

Simple. Second-turn 40 damage, no strings attached. The catch? You have to get Energy into your discard pile first. A deck constructed with this in mind can use Mewtwo with devastating effect, pitching Energy via Computer Search, Item Finder or Oak. Other decks will find him useful for his ability to alleviate late-game Energy woes or as an all-around heavy-hitter.



4 Blastoise

A properly constructed Rain Dance is one of the most lethal decks in existence. Blastoise lost popularity for a time due to Mr. Mime's reign, but the addition of Fossil to the card pool revitalized this deck archetype. Let's face it: Not much can hold up to a steady 50 or 60 damage, which makes neutralizing Blastoise the only real option for most decks once a Rain Dance gets going.



5 Wigglytuff

With careful card selection and just a bit of luck, this poofball can dish out 60 to 70 damage on the second turn. Lullaby also is devastating, putting Mr. Mime and other threats down long enough to smack them upside the head. Fighting does give him problems, but with the proliferation of Scyther and Mewtwo, the presence of Fighting is diminishing.



6 Dark Muk

This dark incarnation of everyone's favorite pile of slimy goo is perhaps not as dominating or as influential as the previously mentioned Pokémon. But with the right Trainer support he becomes a force to reckon with. The deadly combo of Poison and increased retreat costs is suffocating to an opponent. Combined with massive Energy Removal, it often proves to be an insurmountable obstacle.



7 Fossil Magmar

Before the advent of Fossil, most people laughed at Fire. Some people still do. The rest have run afoul of this baby. A first attack not unlike Electabuzz's and a chance of Poison on the second turn give Fire (a color not normally associated with speed) a chance in a Sponge- and Wiggly-dominated environment.



8 Articuno

Along with Lapras, this bird has made Rain Dance what it is today. By replacing clumsy Evolutions such as Dewgong and Gyarados, Articuno afforded more room for the Trainers that are Rain Dance's heart and soul. With its lack of weakness, it also provides a nifty defense against that bane of Water decks, Electabuzz. All in all, this is one of the best Water Basics in recent memory.



9 Hitmonchan

No, he's not what he used to be. The vast popularity of Scyther, plus the introduction of the Sponge deck, mean Hitmonchan has gone downhill since the game's earliest days. But he's still good at what he does — dishing out damage quickly and cheaply. Use him in a Fighting deck or in a Haymaker variant with the proper supporting cast, and he's still lethal.



10 Kangaskhan

As an opener, she yields you powerful card advantage. Mid-game, she can be loaded up on your Bench to deliver heavy damage. With the proliferation of Psychic in some areas, Kangaskhan makes an excellent metagame choice and is excellent as a toss-in choice to guard against color weaknesses or to overcome resistance.

PoJo's Top 5



1 Professor Oak
I don't like this hand. May I please have another?
This card, which allows you to replenish your hand with virtually no drawbacks, is still a critical card in any deck other than a Stall. Without Oak's incredible power, the game as we know it today would be vastly different and much slower.



2 Computer Search
Need an Oak (or anything, for that matter)? Don't have it? No problem — just go get it. Discarding two cards is a tiny price for the privilege of pulling the game-winning (or game-saving) card from the middle of your deck. Like Oak, this card is a mechanic that would be broken in any other card game, but simply makes Pokémon what it is.



3 Gust of Wind
With this card in your hand, no Bench is safe. In some situations, it can be used to grab a quick prize or pick off a developing threat. In others, it can serve as a stalling mechanism. Almost every deck should pack a couple of these to disrupt your opponent's strategy and perhaps nail his heavy-hitters before they can evolve and get powered up.



4 Rocket's Sneak Attack
A great deal of today's powerful decks depend on massive Trainer support to go off successfully. As a result, Trainer disruption has become a viable strategy. While less powerful than Lass, RSA can be tossed in almost any deck and allows for surgical elimination of Trainers — at no cost, except for the usage of a card slot in your deck. Such a trade-off may well be worth it.



5 PlusPower
Too often there are situations in which your most powerful attack will fall 10 or 20 HP short of a KO. This gives your opponent more time — and time is a valuable commodity in Pokémon. PlusPower denies him or her this asset by getting you over the hump for a one-turn kill shot. It also makes for an effective psychological weapon, since your opponents must plan for the possibility that you're holding one or more of these babies. 🍷

Here 'n' There • Here 'n' There • Here 'n' There



CoroCoro Again Again...
CoroCoro has done it again! The August issue of the Japanese mangamag included a jumbo promo card (5¾ by 8¼ inches) of Entei, the big new fire-spewer featured in the third Pokémon movie, *Lord of the Unknown Tower* — which, not too coincidentally, premiered the same July weekend the magazine was released. CoroCoro can

be found in America at many comics stores specializing in anime and manga.

Yeah, But Vaporeon's Cooler... Yet another entry from the "There'll Always Be An England Department": Listeners were equally outraged and amused when an 8-year-old boy phoned a radio talk show and offered to swap his baby sister for a holofoil Vaporeon. Harvey Flexman told listeners on a swap-shop show on Ocean FM that he would exchange his 10-month-old sister, Mollie, for a \$10 Vaporeon card. He had already offered his toys, pocket money, bed and Easter eggs for the card, with no luck. But his luck changed when he offered up Mollie. His mom drew the line and he got the Vaporeon card — for a spare Arcanine. Harvey was last seen offering Mollie and his mom in exchange for a Charizard.

Pokémon Not Making the Grade... Here's an effect of the recent free-fall in Pokémon card prices that you may not have thought of: Submissions of Pokémon cards are no longer in the top 20 of any of the major card-grading services (Professional Sports Authenticator, Beckett Grading or Sportscard Guaranty). In fact, they've vanished from those companies' population reports — the lists of graded cards showing how many of each card has been graded. While Beckett Grading and PSA say they still grade Pokémon cards, they admit that they've seen few Pokémon cards lately. In the meantime, if there's a Pokémon card you've been thinking about having graded, now's the time.

X Marks the Game... Hand-held games, cellular phones and other entertainment devices are starting to converge, and X marks the spot — Pokémon X, that is. Nikkei Online reported Nintendo will release a cellular-phone adapter for the Game Boy Color this December in Japan, with the first title being the interestingly named Pokémon X. The hand-held game will allow multiple players on a network to download secret characters. The cell-phone adapter will retail for less than \$50, but players must pay 10 to 20 yen (9 to 18 cents per game, plus the cell-phone charge. It makes for an expensive game — but not if you're using your parents' cell phone (just kidding). No word on when or if Pokémon X will be coming to North America.

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Pokémon
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Watch your Psychic Pokémon evolve!

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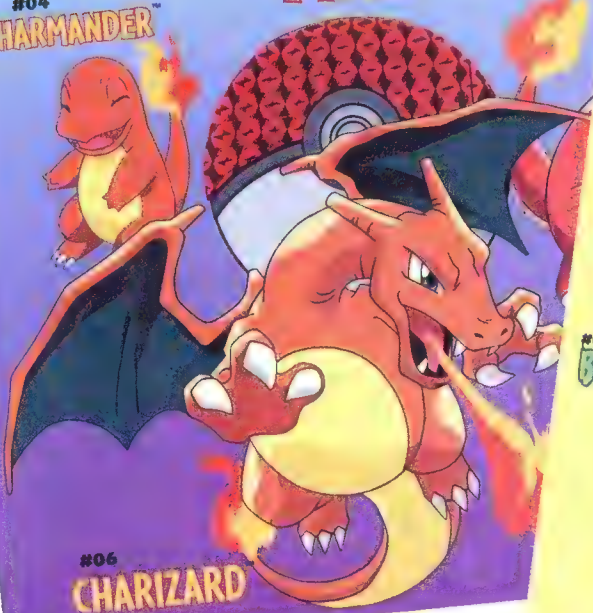


Pokémon
Gotta catch 'em all!

Watch your Fire Pokémon evolve!

EVOLVERS FIRE

#04
CHARMANDER™



EVOLVERS GRASS



Troll

Score

By Gary Mollohan

Monster Rancher Battle Card Episode II



The world of Monster Rancher



Ratings

- Buy it!
- Slightly flawed but above average.
- Rent it and see.
- For fans of the genre or license only.
- Skip it!

Score: ●●●●●

Monster Rancher fans, are you ready for another round of card battling? Hot on the heels of Monster Rancher Battle Card (MRBC) for Game Boy comes the PlayStation sequel, (not so) imaginatively titled MRBC Episode II.

So, how does the game stack up against its pint-size cousin, which received a four-Poké-Ball rating in the July issue of *Polo's*? Well, that depends on what you look for in a sequel...

The Saga Continues

The first thing you'll notice about Episode II is how much better it looks than the Game Boy original. Granted, this really isn't a fair comparison, given the PlayStation's larger color pallet, sharper resolution and increased storage capacity; however, it's worth noting, nonetheless.

The cards look much more like actual TCG cards instead of the tiny, pixellated blobs found in the Game Boy version. The attack animations, similar to the ones used to jazz up the action in the

Pokémon Trading Card Game for Game Boy, are a lot nicer, too, using lots of transparency and sprite-scaling effects.

The developers also tossed in a neat force-feedback effect: when one of your monsters receives a gentle "love tap" from your opponent, you'll feel a small jolt from your Dual Shock controller. Take a real wallop, and the thing will practically jump out of your hands!

The game also has a lot more Monster and Skill cards to play with. (I'm not sure exactly how many more, but if I had to guess, I'd say four or five times as many). Joining such returning favorites as Suezo, Mocchi and Pixi are Dragon, Worm, Ghost and Mew. (No, not that Mew. This one looks like a plush toy cat.) And as Pokémon players already know, more cards equal more strategy and more fun. They also provide a greater incentive to keep

playing because the more cards you know there are, the more you want to collect.

Tecmo even added a new feature similar to Pokémon TCG's "Card Pop." Simply visit the game's Saucer Stone Laboratory, pop any music CD into your PlayStation, and whammo — the game randomly generates a card to add to your deck!

This feature ties MRBC Episode II to the previous Monster Rancher PlayStation games, which used music CDs to generate monsters.



Monster Rancher Battle Card Episode II's main battle screen



Monster Rancher's attack animations look hotter than ever on PlayStation.

The Trade-Off

So, all of these improvements make for a much better game, right? Not so fast, bub.

Unfortunately, a few things got lost in the shuffle, namely virtually all of the role-playing elements! Remember the large towns and dungeons you could explore in the Game Boy game? Well, they're gone. Remember the hidden

treasure chests and the cool items they contained? They've also gone the way of the dodo bird.

What you have left is a game that is far more linear in nature, meaning you simply battle a series of foes in a narrow, predetermined order. Similar to Pokémon TCG, you do get to visit the various card clubs in the order you want, but the game


won't reveal the locations of new clubs until one of the in-game characters tells where to find it.

The card battles haven't improved that much, either. The developers tossed in new Environment cards, which are a lot like the Stadium cards found in Pokémon's Gym Leader expansion. When one of these tide-turning cards is played, it

remains on the battleground, affecting all subsequent turns.

Even with the addition of the Environment cards, Episode II's card battles still aren't as challenging or deep as Pokémon's, mainly because of the limited hand size and the relatively small number of Monster cards you're allowed to include in a deck. Monster Rancher players can put only three different monsters in their decks, while Pokémon players essentially can include as many as they want, although a maximum of six can be in-play at a given time.

Final Verdict

Maybe I'm just a sucker for TCGs, but I still found MRBC Episode II to be reasonably entertaining and easy to learn. If the developers hadn't axed the dungeon crawling and other RPG elements, however, I probably would have liked it a lot more. 

MRBC for Game Boy

While it wasn't quite as nice looking, the Game Boy version of Monster Rancher Battle Card had a lot more role-playing elements than its PlayStation cousin.



Movie

By Glenn Kardy

Japanese moviegoers brave typhoon-force winds to attend the premiere of the third Pokémon movie, *Lord of the Unknown Tower*



Thought Mewtwo and Lugia were tough? Check out Entei, star of *Lord of the Unknown Tower*.

The world premiere of the multimillion-dollar epic, *Lord of the Unknown Tower*, will forever be remembered as one of the grandest events in the history of cinema in Japan.

One by one, stars arrived in limousines to greet the legions of hysterical fans standing along the red carpet at the entrance of the 2,000-seat theater. Pikachu and Ash were resplendent in their matching black Armani tuxedos. Misty, wearing a sequined backless gown designed by Anna Sui, blew kisses to the crowd. Brock and Nurse Joy appeared arm in arm, ending months of tabloid speculation as to whether they were an "item."

Jessie and James made the biggest entrance of all, descending from the spotlight-filled skies in their Meowth-shaped hot-air balloon, piloted by none other than the International Man of Mystery himself, Austin Powers.

OK, I'm making all of this up. There were no limousines or tuxedos or backless gowns or hot-air balloons. Brock couldn't get a date with Nurse Joy even if he had graduated with honors from Pallet Town University School of Medicine. And, Austin Powers wasn't even at the premiere; he had a previously scheduled appointment with his dentist.

Mania

The fact of the matter is that the premiere of *Lord of the Unknown Tower*, the third Pokémon movie to be released in Japan, took place simultaneously in hundreds of theaters throughout the country on July 15.

A typhoon was blowing through the Tokyo region that same day (I'm not making this part up!), but the fierce wind and rains didn't stop brave moviegoers from attending the matinees. By midday, the storm had subsided, and thousands more Pokémon-maniacs had gathered at theater box offices, ready to pay up to \$18 (face value!) for a ticket. In some cases, they would spend hours in line before actually getting inside.

But it was worth the wait. Upon entering the theater, each moviegoer was given a free pair of Neo promo cards featuring characters from *Pichu and Pikachu*, the short cartoon that preceded the main feature. There was also the opportunity to buy an exclusive nine-card promo set that includes holofoils of Pichu, Charizard and Entei, the central character of *Lord*.

Many moviegoers also headed to the snack bar, where they loaded up on deep-fried octopus, boiled soybeans, seaweed-and-rice sandwiches and other Japanese treats. Want some hot buttered popcorn? Forget it!

I saw the movie in a small, out-of-the-way theater in Omiya, a city about 30 miles north of Tokyo. My family and I were among the lucky ones: We actually were able to sit through the movie. As is the custom in Japan, the theater sold more tickets than there were seats, so many moviegoers had to stand through the screening.

Having spent a couple of hours in line waiting to get into the place, I couldn't imagine spending another two hours on my feet!

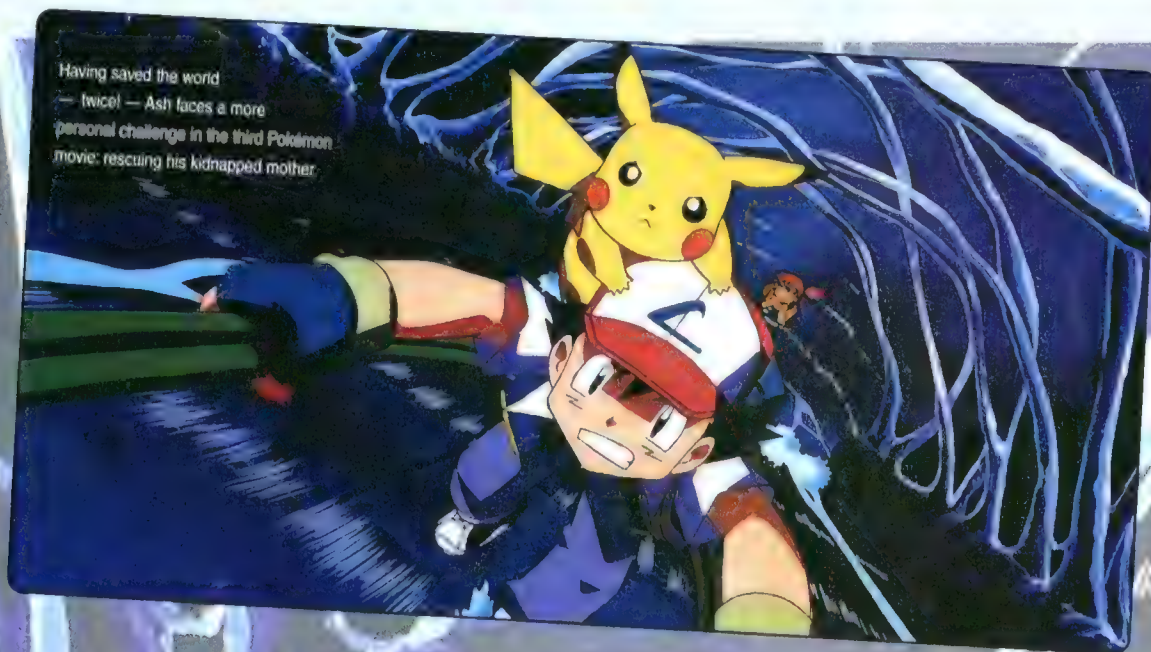
Pichu and Pikachu

Many of the youngest children in the audience obviously had come to see *Pichu and Pikachu*, a 20-minute featurette that's similar to *Pikachu's Summer Vacation* and *Pikachu's Adventure*, the cartoons that were shown with the two previous Pokémon movies.

The new short follows Pikachu and two Pichu baby Pokémon as they get into — and out of — trouble in the big city. The story is formulaic but fun. If you've seen the tug-of-war in *Pikachu's Summer Vacation*, for instance, then you'll know who wins the tug-of-war *Pichu and Pikachu*. No surprises here.

A fantastic soundtrack featuring Gershwin-esque symphonic jazz keeps the story bouncing along, though, ➞

Having saved the world — twice! — Ash faces a more personal challenge in the third Pokémon movie: rescuing his kidnapped mother.



Movie Mania

and several characters, including Dooburu, Kapoera and Pupurin, make their big-screen debut. Older viewers can play "spot the new Pokémon" while waiting for the main feature.

Lord of the Unknown Tower

With the kids' stuff out of the way, the real Poké-maniacs in the audience settled into their seats (or elbowed their way to the front of the standing-room-only section) as *Lord of the Unknown Tower* unfolded before their eyes.

Lord is the tale of a young girl, Mii-chan, who lives apart from her mother and believes the legendary Pokémon known as Entei is her father. The truth, however, is that Mii-chan's father has been captured by the evil Annoon, mysterious Pokémon that resemble the 26 letters of the alphabet.

Although they don't fully know it, Mii-chan and Entei are prisoners in their own castle, a sprawling medieval structure with two imposing towers. Entei wants nothing more than to make Mii-chan happy, and his goal is to reunite the girl with her mother.

Mii-chan also wants to become a Pokémon trainer, and that's where Ash, Misty and Brock enter the picture.

Mii-chan mistakenly believes she's the daughter of Ash's mother, so Entei kidnaps Ash's mom, brings her to the castle and temporarily erases her memory. When Ash and his pals discover what has happened, they travel to the castle to free

his mother. A series of Pokémon battles ensues, with the outcome predictable but satisfying.

Over the course of the 90-minute movie, everyone — Ash, his mother, Misty, Entei, Mii-chan and the audience members themselves — learn a lot about the importance of friendship, family and having respect for one another.

For animation buffs, *Lord* is a treat. It features a well-balanced mix of classic illustration techniques and computer-enhanced, 3-D graphics. The scenes featuring the swirling Annoon were breathtaking — and perhaps a bit too scary for younger viewers. Anyone older than 8, though, will have a blast.

I could tell you a lot more about the movie, but I don't want to spoil the story. There's already talk that *Lord* will be translated into English in time for a Christmas holiday release in North America. Chances are, you'll be seeing the movie real soon!



Despite bad weather and \$18 tickets, *Lord of the Unknown Tower* literally played to standing-room-only houses on opening day.



"Whaddaya mean, the movie's sold-out?!" *Lord of the Unknown Tower* also introduces a new human character, Mii-chan.

Coming Attractions

And what's next for Japan? Well, those in the audience who remained until the final credits rolled were treated to a five-second preview of the fourth Pokémon movie, which will be released next summer. The title of the new flick hasn't been revealed, but we know that the central character will be Serebii, the ultra-mysterious 251st Pokémon.

Will there be a fifth, sixth and even seventh Pokémon movie? For anyone to suggest there won't be would be just as silly as saying Disney should have stopped making Mickey Mouse cartoons after the release of *Steamboat Willy*.

Pokémon is just as big in Japan as Disney is in the United States. So, I suspect there will be new Pokémon movies made for years to come.

In fact, I've heard that Austin Powers wants to make a buddy-spies flick with Ash Ketchum. 🍌

Glenn Kardy, a longtime journalist, owns a toy store and exporting business in Japan. His company's Web site can be found at www.japanime.com. Glenn thinks Japanese movie theater snack bars should sell hot buttered popcorn.

Forget the Movie Critics — Let the Fans Speak Again!

By Pojo

Everyone's a critic — but when it comes to a Pokémon movie, maybe the critics who are actually critics for a living should just lay off for a while.

As you might have guessed, the professional critics aren't too fond of the first and second Pokémon movies. They criticized the movie mostly because they don't understand it. Well, duh! If you don't watch the TV series, the movie won't make much sense.

Was the *X-Men* movie super clear to people who never read the comic or saw the TV series? No way. Was *Chicken Run* totally clear to anyone who hadn't, uh, been inside those little coops and seen what those birds are really up to? Of course not.

Don't movie critics know that millions of us watch Pokémon religiously? Knowing Pokémon is like knowing a second language; you'd better be fluent, or it'll go right over your head — and obviously a lot of the critics didn't bother to look up to see the three Legendary Birds go skimming over their skulls.

In the movie business they say B.O. — “box office,” not “body odor” — speaks louder than any critic, and B.O. loves Pokémon. In three days, *Pokémon The Movie 2000* earned \$22 million. That's more than *Rocky & Bullwinkle* (which everyone “got” but no one liked) made in its first four weeks (\$21 million) and more than the critically acclaimed *Titan A.E.* made in its first six weeks (\$21 million)! ➡



Moviegoers couldn't wait to get the latest batch of movie promos — especially Ancient Mew, worth about \$3 on the secondary market. The other three cards (Moltres, Articuno and Zapdos) are selling for about \$3 apiece.

Legendary Birds promo card at Warner Bros. Studio Stores

Pokémon The Movie 2000

Movie Mania

"The second Pokémon movie blew the first one into the dust."

— Matt

"There was one part of *Pokémon The Movie 2000* that made the whole theater laugh. It was when Slowking was standing in the snow and said, 'I could use some pants.'"

— a Pokémon fan

"I went to see the latest Pokémon movie, and it was so cool. It had a lot more computer graphics than the first one."

— Kadalira

"What I enjoyed most was seeing kids ages 4 to 13 enjoy a movie that told them they were doing great things if they try."

(Pokédad!)

Reviews that Count!

It's time for the professional movie critics to step aside when it comes to Pokémon movies and let the fans speak.

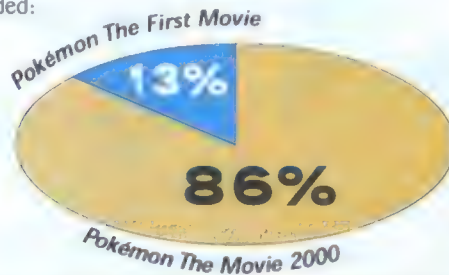
And, here's what the fans said at pojo.com:

"I was surprised to see that the dude with the green hair wasn't the main bad guy. They sure made it seem that way in the commercials. Also, stay for the credits — the Weird Al Yankovic song is just too good to pass up!"

— Blaine of Zing's team

As you can see, on average pojo.com visitors gave this movie 3½ stars. That's not all-time-classic territory, but it's not bad at all.

Just for fun, we asked fans which Pokémon movie was better: the first one or the second. Some 9,328 fans responded:



While part of that outcome is the result of *Pokémon The Movie 2000* being new, a lot of it isn't. There's no escaping the fact that almost everyone loved the second movie — myself included.

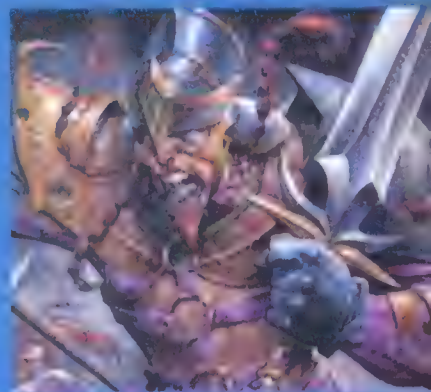
As a fan of the TV series, I especially loved the second film (the fighting scenes were spectacular). I also enjoyed

Brock's cameo appearances. (If you didn't notice, he was messing around during the credits.)

All in all, *Pokémon The Movie 2000* — along with a big tub of popcorn and a free Ancient Mew card — made for a great day.

In fact, I can't wait for the third movie! 🍷

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Entei

Raikou

Some of the world's most powerful Pokémon have escaped into the third dimension, and PoJo needs help rounding them up. Don't worry if you're out of Poké Balls — all you need to catch these guys is the special pair of 3-D glasses included in this issue.

So, what are you waiting for? Make like Slowpoke and space out!

Images by Jon Davies

Suikun





Charizard



Articuno







Meowth





Pikachu





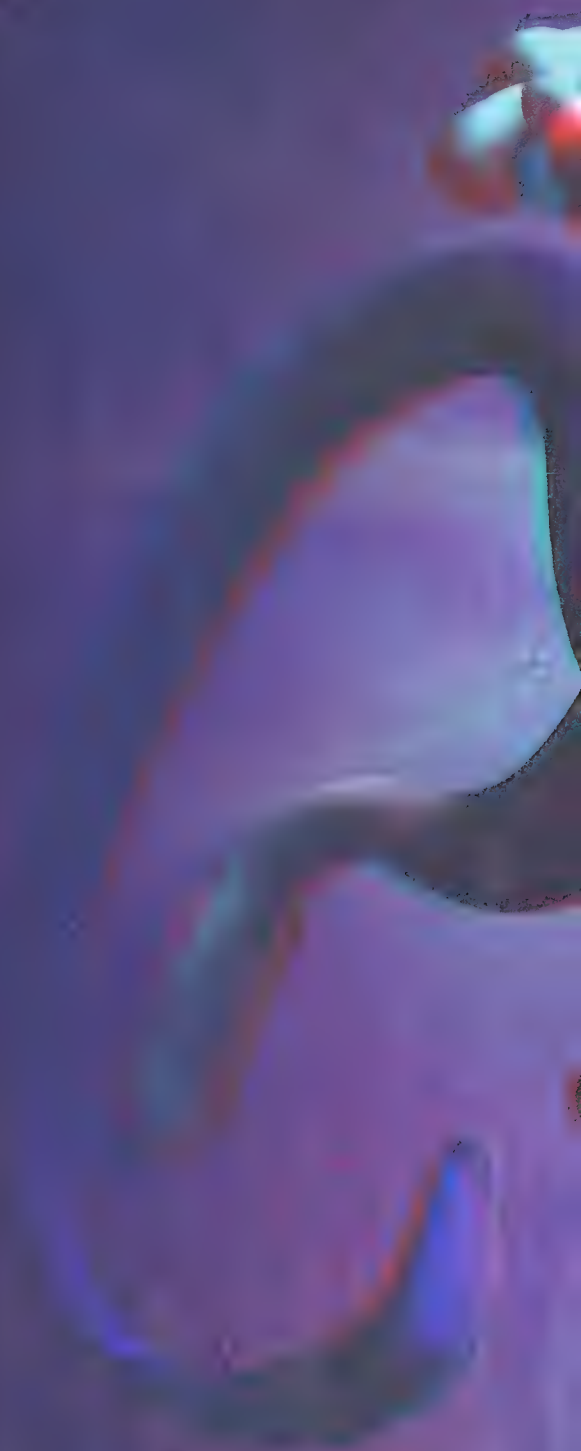
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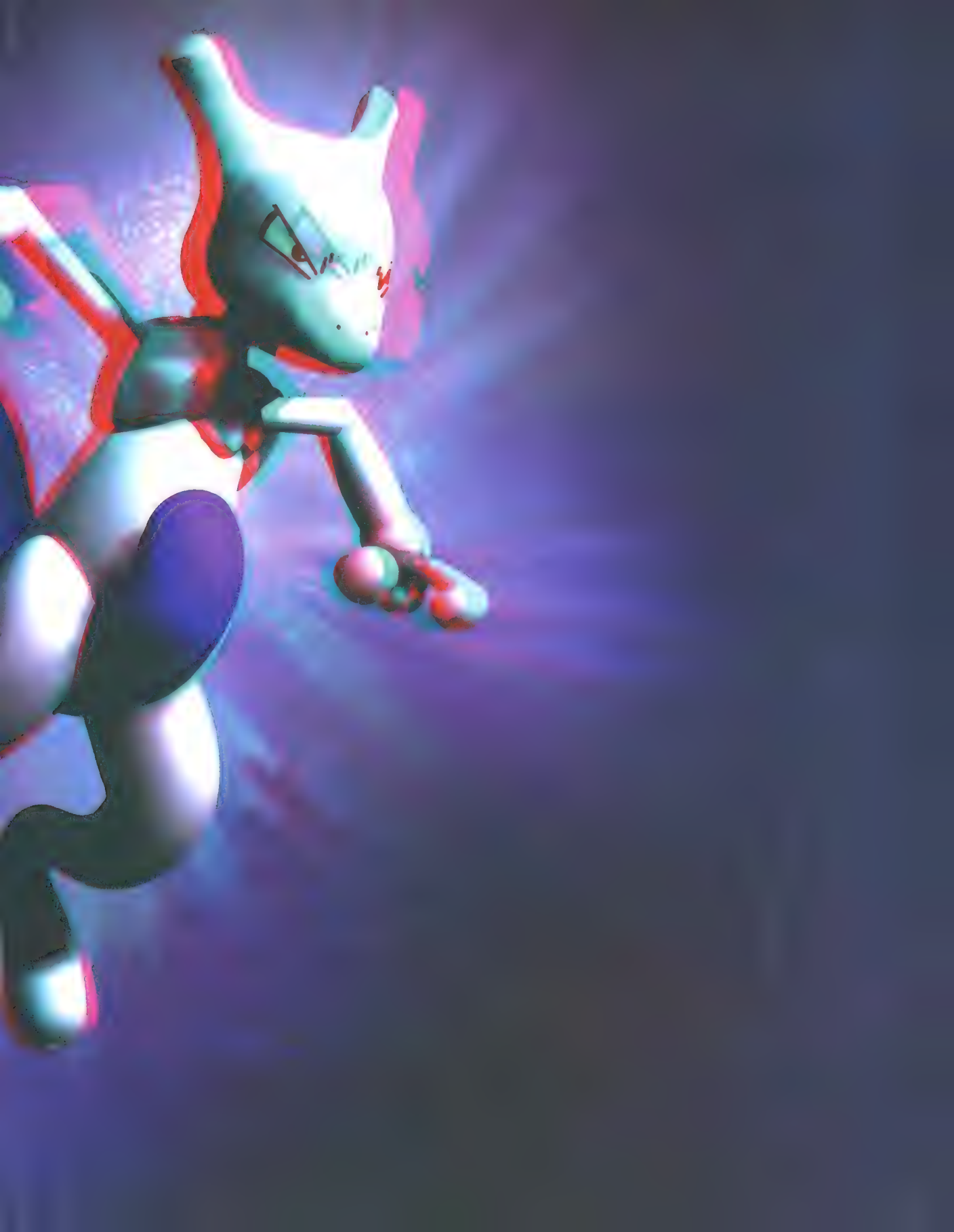


Electabuzz



Mewtwo







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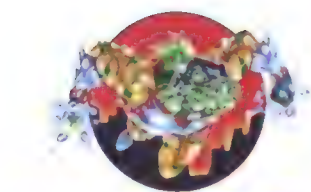
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Neo Strikes Again!

Translations by Jonathan Ng
Card Analyses & Ratings
by Scott Gerhardt

Annoon, Entei and a bunch more Gold & Silver monsters shake up the Pokémon TCG.

With the release of Neo 2, it seems like the creators of the Pokémon TCG want to put fun back into the game by introducing cards that easily could become the basis of new deck designs and by reviving some old themes.

One such theme is Mysterious Fossil. With so many good Fossil Pokémon out there and the introduction of the Egg Fossil Trainer (which makes a first-turn Aerodactyl or Kabutops possible) what used to be a joke may now be a viable archetype.

The Annoons are a new creature type that should stand

the game on its head. These Pokémon, which are weak on their own but incredibly powerful when together, give players fun yet competitive options.

Eevee got a little boost by receiving new Psychic and Evil evolutions, giving players more options than ever to turn the cute Evolution Pokémon into many dangerous forms.

Add a few solid Basics like Entei and Evolutions like Hassamu (Scyther's Stage 1), and Neo 2 should be a powerful yet fun set to play with!

Neo 2 Card List

	Name	Type	LV	No.	Name	Type	
10	Caterpie	Grass	16	201	Annoon (M)	Psychic	14
11	Metapod	Grass	23	201	Annoon (U)	Psychic	16
12	Butterfree	Grass	38	202	Soonansu	Psychic	46
13	Weedle	Grass	14	204	Kunegidama	Grass	1
14	Kakuna	Grass	22	205	Fuoretosu	Steel	40
15	Beedrill	Grass	36	206	Nokocchi	Colorless	9
26	Dark Raichu	Lightning	31	212	Hassamu	Steel	43
60	Poliwag	Water	14	216	Himeguma	Colorless	12
61	Poliwhirl	Water	35	217	Ringuma	Colorless	42
62	Poliwrath	Fighting	45	222	Sanigo	Water	27
81	Magnemite	Steel	16	228	Deruberu	Evil	15
123	Scyther	Grass	24	228	Deruberu	Fire	22
133	Eevee	Colorless	14	229	Herugaa	Evil	37
138	Omanyte	Fighting	21	235	Dooburu	Colorless	27
139	Omastar	Fighting	39	236	Barukii	Fighting	7
140	Kabuto	Water	21	237	Kapoera	Fighting	31
141	Kabutops	Water	42	246	Yoogirasu	Fighting	10
161	Otachi	Colorless	18	247	Sanigirasu	Fighting	32
167	Itomaru	Grass	19	248	Bangirasu	Evil	54
174	Pupurin	Colorless	6	TRN	Energy Arc		
177	Neitei	Psychic	13	TRN	Tablet from the Ruins		
178	Neiteio	Psychic	38	TRN	Hyper Devolution Spray		
179	Meriipu	Lightning	18	TRN	Egg Fossil		
186	Nyorotono	Water	53	201	Annoon (N)	Psychic	14
187	Hanekko	Grass	8	201	Annoon (E)	Psychic	10
193	Yanyanma	Grass	32	201	Annoon (O)	Psychic	12
194	Upaa	Water	17	196	Eefui	Psychic	38
196	Eefui	Psychic	45	133	Eevee	Colorless	14
197	Burakii	Evil	40	197	Burakkii	Evil	33
201	Annoon (A)	Psychic	15	172	Pichu	Lightning	4
201	Annoon (D)	Psychic	14	244	Entei	Fire	37
201	Annoon (F)	Psychic	16	78	Charizard	Fire	78
201	Annoon (I)	Psychic	10				

Caterpie



Type: Basic Grass
LV.16, HP 50
C: Corocoro Tackle: 20
Effect: Does 10 damage to itself.
Weakness: Fire
Resistance: None
-C Retreat
No. 10 (Common)

Strategy Tip

Despite the higher HP, this is a weaker Caterpie than the old one. A weak Basic needs a way of keeping itself alive, and this one does the opposite. Just use the old Base-Set one

Metapod



Type: Stage-1 Grass (from Caterpie)
LV.23, HP 70
CC: Harden
Effect: During your opponent's next turn, whenever 20 or less damage is done to Metapod (after applying Weakness and Resistance), prevent that damage. (Any other effects of attacks still happen.)
GG: Shell-Breaking Evolution
Effect: Flip a coin. If heads, remove all damage counters on

Metapod, then search your deck for a Pokémon that evolves from Metapod and place it on Metapod. Treat the new Pokémon as if it had just evolved. Shuffle your deck afterwards.

Weakness: Fire
Resistance: None
-CC: Retreat
No. 11 (Uncommon)

Strategy Tip

Wow. This is good. Butterfree is finally playable. Potential second-turn Butterfree, and a guy who will take some damage, too, as a staller. Very playable.

Butterfree



Type: Stage-2 Grass (from Metapod)
LV.38, HP 80
GC: Miracle Phosphor Powder: 20
Effect: Flip a coin. If heads, the Defending Pokémon is either Poisoned, Asleep, Confused or Paralyzed (your choice).
GGC: Hyper Reverse
Effect: This attack does 10 damage times the number of Energy Cards attached to the

Defending Pokémon. For each 10 damage dealt this way, remove a damage counter from Butterfree.

Weakness: Fire
Resistance: Fighting -30
No Retreat Cost
No. 12 (Rare Holofoil)

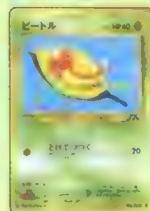
Strategy Tip

Our jaws are on the ground. This card is sickeningly good. All this time we thought Butterfree stunk. They just needed to print a good one

PoJo's Power Rating

- 5 A Master Card
- 4 Very Useful
- 3 Average
- 2 Limited Uses
- 1 Keep in the shoebox

Weedle



Type: Basic Grass
LV.14, HP 40
G: Stinging Peck: 20
Effect: The Defending Pokémon is now Poisoned. Flip a coin. If tails, this attack does nothing.
Weakness: Fire
Resistance: None
-C Retreat Cost
No. 13 (Common)

Strategy Tip

If you're good at tossing "heads," play him. If not, he's a little scary. I don't think he'll be popping up in too many decks.

Energy Icon

- C - Colorless
- F - Fighting
- R - Fire
- W - Water
- P - Psychic
- G - Grass
- L - Lightning
- E - Evil
- S - Steel

Kakuna



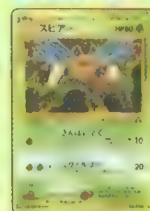
Type: Stage-1 Grass (from Weedle)
LV.22, HP 70
GG Send Out Poison
Effect: During your opponent's next turn, if Kakuna is damaged by the opponent (even if it knocks out Kakuna), the Attacking Pokémon is now Poisoned, and this Power does 10 damage to each Pokémon on the opponent's Bench. (Don't apply Weakness and Resistance for

Benched Pokémon.)
Weakness: Fire
Resistance: None
-CC Retreat Cost
No.14 (Uncommon)

Strategy Tip

Goodness — do we have a double-edged sword here? We think it's playable because your opponent will not want to attack it. Send Out Poison will do at least 20 in Poison to the Defending Pokémon and 10 to the entire Bench. Playable enough for us

Hoothoot



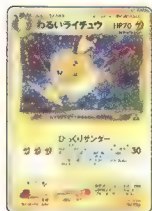
Type: Stage-2 Grass (from Kakuna)
LV.36, HP 80
G: Triple Poison: 10
Effect: Flip a coin. If heads, the Defending Pokémon is Poisoned. It now takes 30 Poison damage instead of 10 or 20 after each player's turn (even if it was already Poisoned).
GGC: Pin Missile: 20x
Effect: Flip 4 coins. This attack

does 20 damage times the number of heads.
Weakness: Fire
Resistance: Fighting -30
No Retreat Cost
No. 15 (Rare Holofoil)

Strategy Tip

Someone at Creatures likes Grass. Triple Poison is one of the sicker status effects out there, with the ability to get over the 70-HP hump in just one full turn. It's a bit flip-dependant, but that's OK.

Dark Raichu



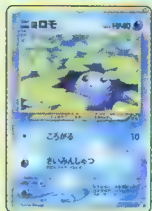
Type: Stage-1 Lightning (from Pikachu)
LV.31, HP 70
LLL: Surprise Thunder: 30
Effect: Flip a coin. If heads, flip another coin. If the second coin is heads, this attack does 20 damage to each of your opponent's Benched Pokémon; if the second coin is tails, this attack does 10 damage to each of your opponent's Benched

Pokémon. (Don't apply Weakness or Resistance to Benched Pokémon.)
Weakness: Fighting
Resistance: None
-C Retreat
No. 26 (White-Star Rare Holofoil)

Strategy Tip

If you can flip heads, it's amazing. If you can't, it's a bit expensive. Play with the movie promo Pikachu, and you possibly have a great card.

Poliwhag

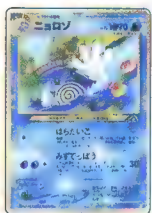


Type: Basic Water
LV.14, HP 40
C: Roll: 10
W: Hypnosis
Effect: The Defending Pokémon is now Asleep.
Weakness: Grass
Resistance: None
-C: Retreat Cost
No. 60 (Common)

Strategy Tip

Pretty dull, actually. It's a simple Poliwhag. Hypnosis helps keep it alive, which is good for a Basic. Playable, if evolving.

Poliwhirl



Type: Stage-1 Water (from Poliwhag)
LV.35, HP 70
C: Giant Belly
Effect: Put 3 damage counters on Poliwhirl. Then search your deck for 2 Basic Energy Cards and attach them to Poliwhirl. Shuffle your deck afterward.
WWC: Water Gun: 30+
Effect: Does 30 damage plus 10 more damage for each Water Energy attached to Poliwhirl but

not used to pay for this attack's Energy cost. Extra Water Energy after the second doesn't count.
Weakness: Grass
Resistance: None
-C Retreat Cost
No. 61 (Uncommon)

Strategy Tip

Giant Belly is a great suicide attack — it won't do anything positive except KO Poliwhirl. We don't recommend this Evolution at all.

Poliwrath

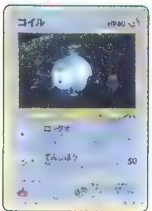


Type: Stage-2 Fighting (from Poliwhirl)
LV.45, HP 90
FC: Charge: 30
FFCC: Submission: 70
Weakness: Psychic
Resistance: None
-CC Retreat Cost
No. 62 (Rare Holofoil)

Strategy Tip

Well, it gets over the 70-HP hump, but it is a Stage 2. Still, the chance of a consistent 70 damage by turn three might be playable. Certainly worth considering.

Magnemite



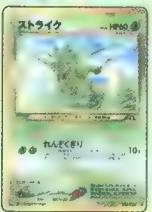
Type: Basic Steel
LV.16, HP 40
C: Lock On
Effect: During your next turn, if attacking using EM Cannon, and you flip tails, the attack does not fail. (This effect ends if Magnemite is Benched.)
LC: EM Cannon: 50
Effect: The Defending Pokémon is now Paralyzed. Flip 2 coins. If at least 1 is tails, this attack

does nothing.
Weakness: Fire
Resistance: Grass -30
-C Retreat Cost
No. 81 (Rare Holofoil)

Strategy Tip

A very interesting Magnemite. Lock On makes EM Cannon amazing, an attack which otherwise is not that good. Resistance to grass is nice. Possibly playable — the low HP really hurts it.

Scyther



Type: Basic Grass
LV.24, HP 60
GG: Repeated Slice: 10+
Effect: Flip 4 coins. If 1 head shows, this attack does 10 damage; if 2 heads show, this attack does 20 damage; if 3 heads show, this attack does 40 damage; if 4 heads show, this attack does 80 damage.
Weakness: Fire

Resistance: Fighting -30
-C Retreat Cost
No. 123 (Uncommon)

Strategy Tip

It's hard to like this guy after the last Scyther. On average you'll deal 20 damage and very seldomly do 80. With the retreat cost, we'll just stay with the Jungle version.

Pojo's Power Rating

- 5 🍀 A Master Card
- 4 🍀 Very Useful
- 3 🍀 Average
- 2 🍀 Limited Uses
- 1 🍀 Keep in the shoebox

Energy Icon

- C - Colorless
- F - Fighting
- R - Fire
- W - Water
- P - Psychic
- G - Grass
- L - Lightning
- E - Evil
- S - Steel

Eevee



Type: Basic Colorless
LV.14, HP 50
Pokémon Power: Energy Evolution
Effect: When you attach an Energy to Eevee, you may flip a coin. If heads, search your deck for an Evolution of Eevee that has the same type as the Energy you attached to Eevee, and place it on Eevee. Treat it as if it had just Evolved. Shuffle your deck afterward. This Power can't

be used if Eevee is Asleep, Confused, or Paralyzed.
C: Smash Kick: 10
Weakness: Fighting
Resistance: Psychic -30
-C Retreat
No. 133 (Uncommon)

Strategy Tip

This Eevee's Pokémon Power makes it playable because it keeps Eevee safe from danger while in its fragile Basic stage. Also works well with the promo Eevee.

Omanyte



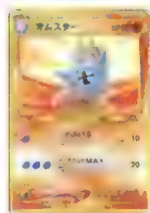
Type: Stage-1 Fighting (from Myst. Fossil)
LV.21, HP 50
Pokémon Power: Revive Fossil
Effect: Once per turn (before you attack), you may flip a coin. If heads, search your deck for a Pokémon that Evolves from a Fossil and put it on your Bench. Shuffle your deck afterward. This power can't be used if Omanyte is Asleep, Confused, or Paralyzed, or if your Bench is full. (Treat Pokémon retrieved using this

Power as Basic Pokémon.)
W: Bind: 10
Effect: Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
Weakness: Grass
Resistance: None
-C Retreat Cost
No. 138 (Common)

Strategy Tip

The attack is solid and the power is amazing. Fossil decks can no longer be ignored. The deck-manipulation powers of this and other Fossil cards make Fossil a viable archetype.

Omastar



Type: Stage-2 Fighting (from Omanyte)
LV.39, HP 80
W: Squeeze: 10+
Effect: Flip a coin. If heads, this attack does 10 damage plus 20 damage, and the Defending Pokémon is Paralyzed; if tails, this attack does 10 damage.
Effect: WWW: Maximum Spikes: 20+
Flip a number of coins equal to the number of W Energy cards

attached to Omastar. This attack does 20 damage plus 20 damage for each head.
Weakness: Grass
Resistance: None
-CC Retreat Cost
No. 139 (Uncommon)

Strategy Tip

We're drooling. Squeeze is incredible for the cost and makes Energy Removal a rather bad strategy. Maximum Spikes can do some heavy damage late, if need be. Like Exeggutor, only better.

Kabuto



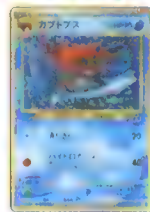
Type: Stage-1 Water (from Fossil)
LV.21, HP 50
Pokémon Power: Revive Friend
Effect: Once per turn (before you attack), you may flip a coin. If heads, you may search your deck for a Kabuto card and place it on your Bench. Shuffle your deck afterwards. This power can't be used if Kabuto is Asleep, Confused, or Paralyzed, or if your Bench is full. (Treat Kabutos retrieved using this Power as Basic Pokémon.)
FC: Combine Power: 10+

Effect: Flip a coin. If heads, this attack does 10 damage plus 10 damage times the number of your Omanytes, Omastars, Kabutos, Kabutops, and Aerodactyls on your Bench; if tails, this attack does 10 damage.
Weakness: Grass
Resistance: None
-C Retreat Cost
No. 140 (Common)

Strategy Tip

The Pokémon Power is not bad at all, especially in conjunction with the attack. It's a neat little combo, but it might be a little hard to pull off. There are better Pokémon out there for the cost.

Kabutops



Type: Stage-2 Water (from Kabuto)
LV.42, HP 90
C: Slash: 20
F: Hydro Cutter: 40x
Effect: Flip a number of coins equal to the number of Energy cards attached to Kabutops. This attack does 40 damage times the number of heads. You can throw at most 3 coins in this manner.
Weakness: Grass

Resistance: None
-CC Retreat Cost
No. 141 (Rare Holofoil)

Strategy Tip

Simply amazing. Hydro Cutter is one of the more broken attacks out there, giving Fighting decks the same advantage Psyduck/Golduck gives to Psychic: a way of staying within color and still being able to get around resistance. Combined with Kabuto, I think this card will see a massive amount of play.

Scout



Type: Basic Colorless
LV.18, HP 50
C: Scout
Effect: Look at your opponent's hand.
CC: Tackle: 20
Weakness: Fighting
Resistance: Psychic -30
-C Retreat Cost
No. 161 (Common)

Strategy Tip

Pretty useless as a Basic. Nothing special to say, except there are much better Pokémon.

Neo Striker Again!

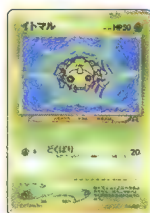
PoJo's Power Rating

- 5 🍀 A Master Card
- 4 🍀 Very Useful
- 3 🍀 Average
- 2 🍀 Limited Uses
- 1 🍀 Keep in the shoebox

Energy Icon

- C - Colorless
- F - Fighting
- R - Fire
- W - Water
- P - Psychic
- G - Grass
- L - Lightning
- E - Evil
- S - Steel

Itomaru



Type: Basic Grass
LV.19, HP 50
GC: Poison Sting: 20
Effect: Flip a coin. If heads, the
Defending Pokémon is now
Poisoned.
Weakness: Fire
Resistance: None
-C Retreat Cost:
No. 167 (Common)

Strategy Tip

It's hard to be viable as a Basic without a single-Energy attack. Only 20 damage and a coin flip for Poison are not going to get the job done.

Pupurin



Type: Colorless Baby (evolves
into Jigglypuff)
LV.6, HP 30
If the opponent's Active
Pokémon tries to attack a Baby
Pokémon that's Active, your
opponent flips a coin. If tails,
that attack does nothing.
Pokémon Power: Watch Patiently
Effect: Once per turn, you may
choose a Pokémon on your
opponent's Bench that has a
Pokémon Power. That Pokémon's

Pokémon Powers are disabled until the end of this turn. (If that
Pokémon is not on the Bench, this effect ends.)

Weakness: None
Resistance: None
No Retreat Cost
No.174 (Uncommon)

Strategy Tip

Without a doubt, Pupurin is the worst
Pokémon we've ever seen. It does not seem to
have any uses whatsoever. The only potential
use would be to shut down Dark Vileplume or
Aerodactyl, both played very little.

PoJo's Power Rating

- 5 🍀 A Master Card
- 4 🍀 Very Useful
- 3 🍀 Average
- 2 🍀 Limited Uses
- 1 🍀 Keep in the shoebox

Neitei



Type: Basic Psychic
LV.13, HP 40
Weakness: Psychic
Resistance: Fighting -30
-C Retreat Cost
P: Confuse Ray: 10
Effect: Flip a coin. If heads, the
Defending Pokémon is now
Confused.
Weakness: Psychic
Resistance: Fighting -30-C
Retreat Cost
No. 177 (Common)

Strategy Tip

It's time to drop again. Damage and the
possibility of Confusion for one Energy? Yeah,
it's got low HP, but flipping a couple of
"heads" turns this into one mean Pokémon.

Nuitele



Type: Stage-1 Psychic (from
Neitei)
LV.38, HP 70
P Energy Cycle
Effect: Flip a coin. If heads,
choose one of your opponent's
Benched Pokémon. Detach one
of the Defending Pokémon's
Energy Cards and reattach it to
the chosen Pokémon. (This
attack can't be used if your
opponent's Bench is full.)

PPC: Super Psy: 50
Weakness: Psychic
Resistance: Fighting -30
-C Retreat Cost
No. 178 (Uncommon)

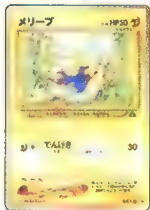
Strategy Tip

Super Psy is really nice, especially with this
Pokémon's Fighting resistance. Energy Cycle
seems semi-useless but playable if you're low
on Energy.

Energy Icon

C - Colorless
F - Fighting
R - Fire
W - Water
P - Psychic
G - Grass
L - Lightning
E - Evil
S - Steel

Merlipu



Type: Basic Lightning
LV.18, HP 50
LC: Thunder Jolt: 30
Effect: Flip a coin. If tails,
Merlipu does 10 damage to
itself.
Weakness: Fighting
Resistance: None
-C Retreat Cost
No. 179 (Common)

Strategy Tip

Oh, look: Base-Set Pikachu without Gnaw and
only 10 more HP. We bet it'll see about as
much play as Pika.

Nyorotonos



Type: Stage-2 Water (from
Poliwhirl)
LV.53, HP 100
Pokémon Power: Frog Song
Effect: If you and your opponent
have a total of 3 or more
Poliwags, Poliwhirls, Poliwraths
or Nyorotonos, damage from
Nyorotonos's attacks is increased
by 40. This power can't be used
if Nyorotonos is Asleep,
Confused or Paralyzed.
WWCC: Doubleslap: 40x

Effect: Flip 2 coins. This attack does 40 damage times the
number of heads.

Weakness: Grass
Resistance: None
Retreat Cost: 3
No. 186 (Rare Holofoil)

Strategy Tip

This might be playable in a theme deck, but it's
not very good on it's own. Possibly good in a
"Rain Dance" variant, but it'll see little play
outside of that.

Hanekko

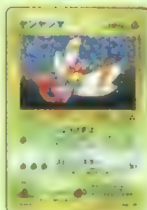


Type: Basic Grass
LV.8, HP 30
G: Rolling Tackle: 20
Weakness: Fire
Resistance: Fighting -30
No Retreat Cost
No. 187 (Common)

Strategy Tip

Hanekko's HP is just too low, making it too susceptible to a quick KO. We don't recommend this card.

Yanganma



Type: Basic Grass
LV.32, HP 60
G: Shock Wave
Effect: Flip a coin. If heads, this attack does 10 damage to all Pokémon on your opponent's Bench. Then if your opponent has Benched Pokémon, he or she chooses one of them and switches it with the Defending Pokémon. (Do damage dealing before switching Pokémon. Don't apply Weakness or

Resistance for Benched Pokémon.)
GGG: Swift: 30
Effect: Damage from this attack is not affected by Weakness/Resistance/Pokémon Powers/or other effects.
Weakness: Fire
Resistance: Fighting
No Retreat Cost
No. 193 (Rare Holofoil)

Strategy Tip

Not very good. The first attack needs a coin flip, and Swift is a little expensive. Yeah, it's a Basic, but it's not that great.

Upaa



Type: Basic Water
LV.17, HP 50
W: Slippery Body
Effect: During your opponent's next turn, if Upaa is damaged by an opponent's attack, your opponent flips a coin. If tails, that attack does no damage. (Other Effects still happen.)
CC: Tail Attack: 20
Weakness: Grass

Resistance: Lightning
-C Retreat Cost
No.194 (Common)

Strategy Tip

Slippery Body is mediocre at best, and Tail Attack makes Upaa a slightly better version of Team Rocket Squirtle. Might see some play, but we doubt it.

PoJo's Power Rating

- 5 🍀 A Master Card
- 4 🍀 Very Useful
- 3 🍀 Average
- 2 🍀 Limited Uses
- 1 🍀 Keep in the shoebox

Eefu



Type: Stage-1 Psychic (from Eevee)
LV.45, HP 80
CC: Bite: 20
PPC: Psychic: 30+
Effect: This attack does 30 damage plus 10 more damage for each Energy card attached to the Defending Pokémon.
Weakness: Psychic
Resistance: None
No Retreat Cost
No. 196 (Rare Holofoil)

Strategy Tip

Wowzers! Psychic is good! A good Psychic attack that can hurt regardless of the Defending Pokémon's Energy counts and can get around Psychic resistance without too much of a problem. A solid Eevee Evolution.

Energy Icon

- C - Colorless
- F - Fighting
- R - Fire
- W - Water
- P - Psychic
- G - Grass
- L - Lightning
- E - Evil
- S - Steel

Burakii



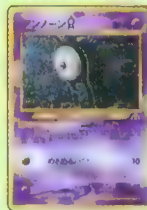
Type: Stage-1 Evil (from Eevee)
LV.40, HP 80
CC: Bite: 20
EEC: Sneak Attack
Effect: Choose one of your opponent's Pokémon. This attack deals 30 damage to it. (Don't apply Weakness, Resistance, Pokémon Powers and other effects.)
Weakness: None

Resistance: Psychic -30
-C Retreat Cost
No. 197 (Rare Holofoil)

Strategy Tip

Not that good. Sneak Attack does not properly utilize the benefits of Evil Energy. Not one of Eevee's better Evolutions.

Annoon (A)



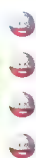
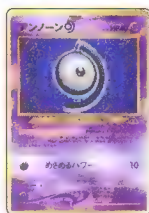
Type: Psychic Basic
LV.15, HP 40
Pokémon Power: ANGER
Effect: When one of your Attacking Annoons uses Wakeup Power, add 10 damage for each damage counter on this Annoon. If any Annoon other than this one attacks using Wakeup Power, this power can't be used.

P: Wakeup Power: 10
Weakness: Psychic
Resistance: None
-C Retreat Cost
No. 201 (Rare Holofoil)

Strategy Tip

Definitely the weakest Annoon. They work well in groups, and this is more of a loner. More playable ones are there.

Annoon (D)



Type: Basic Psychic
LV.14, HP 40
Pokémon Power: DARK df
Effect: Whenever an Evil Pokémon damages one of your Annoons, that damage is reduced by 30. Only 1 "DARK df" Pokémon Power may be activated at a time.
P: Wakeup Power: 10
Weakness: Psychic
Resistance: None

-C Retreat Cost
No. 201 (Uncommon)

Strategy Tip

Great! Needed for "FIND" and "UNDO," as well to shut down Dark Pokémon. Highly playable.

Annoon (F)



Type: Basic Psychic
LV.16, HP 40
Pokémon Power: FIND
Effect: If this Pokémon and Annoon (I), Annoon (N), and Annoon (D) are on your Bench, once per turn, you may search your deck for a Trainer card, show it to your opponent, and put it in your hand. Shuffle your deck afterward.
P: Wakeup Power: 10

Weakness: Psychic
Resistance: None
-C Retreat Cost
No. 201 (Uncommon)

Strategy Tip

The Pokémon Power is awesome but needs three other Annoons to work, making it this Pokémon bad on it's own. Still necessary, however.

Annoon (I)



Rating: 4



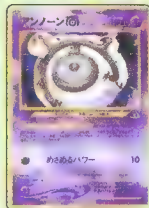
Type: Basic Psychic
LV.10, HP 40
Pokémon Power: INCREASE
Effect: When you play Annoon (I) from your hand, search your deck for an Annoon card and put it on the Bench. Shuffle your deck afterward.
P: Wakeup Power: 10
Weakness: Psychic
Resistance: None

-C Retreat Cost
No. 201 (Uncommon)

Strategy Tip

Needed for "FIND" and to get other key components. A fairly necessary combo card.

Annoon (M)



Type: Basic Psychic
LV.14, HP 40
Pokémon Power: METAL df
Effect: Whenever a Steel Pokémon damages one of your Annoons, that damage is reduced by 30. Only 1 "METAL df" Pokémon Power may be activated at a time.
P: Wakeup Power: 10
Weakness: Psychic

Resistance: None
-C Retreat Cost
No. 201 (Uncommon)

Strategy Tip

Obviously good against Steel Pokémon, but there might not be enough Steel Pokémon to justify using it. Since it's not a combo component, it shouldn't get played much.

Annoon (N)



Type: Basic Psychic
LV.16, HP 40
Pokémon Power: UNDO
Effect: If this Pokémon and Annoon (N), Annoon (D), and Annoon (O) on your Bench, once per turn, you may return one of your Pokémon and all of its attached cards to your hand.
P: Wakeup Power: 10
Weakness: Psychic

Resistance: None
-C Retreat Cost
No. 201(Uncommon)

Strategy Tip

Same as Annoon (F). It's needed for it's Power, but it's not independently useful. Still pretty good overall since the Pokémon Power is great.

Soonansu



Type: Basic Psychic
LV.46, HP 90
P: Counter
Effect: During your opponent's next turn, if an attack damages Soonansu, flip a coin. If heads, the same amount of damage is dealt back to the attacking Pokémon.
Weakness: Psychic
Resistance: None

-CCC Retreat Cost
No. 202 (Rare Holofoil)

Strategy Tip

A really decent stall card. One Psychic makes opponents think twice about attacking, and the 90 HP will keep it around awhile. Scoop Up is needed to play the card, though.

PoJo's Power Rating

- 5 🍷 A Master Card
- 4 🍷 Very Useful
- 3 🍷 Average
- 2 🍷 Limited Uses
- 1 🍷 Keep in the shoebox

Energy Icon

- C - Colorless
- F - Fighting
- R - Fire
- W - Water
- P - Psychic
- G - Grass
- L - Lightning
- E - Evil
- S - Steel

Kunegidama



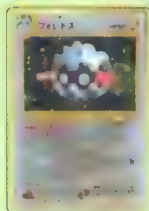
Type: Basic Grass
LV.15, HP 40
G: Sudden Self-destruct: 40
Effect: Does 10 damage to each Pokémon on each Bench. (Don't apply Weakness or Resistance for Benched Pokémon.)
Kunegidama does 40 damage to itself.
Weakness: Fire
Resistance: None

-CC Retreat Cost
No. 204 (Common)

Strategy Tip

Boom This is the perfect card to pair with Defender. Given the one-Energy attack, it might just be playable. Look out for what could be one of the surprise cards of the set.

Fuoretosu



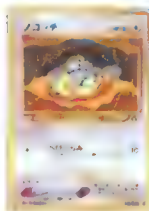
Type: Basic Steel
LV.40, HP 80
Pokémon Power: Rolling Snout
Effect: During an opponent's turn, if an opponent's Active Pokémon is switched with a Pokémon from the Bench, this Power deals 10 damage to the Pokémon originally from the Bench. (Don't apply Weakness or Resistance.) This power can't be used if Fuoretosu is Asleep, Confused, or Paralyzed.
SCC: High-Speed Spin: 30

Effect: If your opponent has any Benched Pokémon, he or she chooses 1 and switches it with the Defending Pokémon. If you have any Benched Pokémon, choose 1 and switch it with Fuoretosu.
Weakness: Fire
Resistance: Grass -30
-CCC Retreat Cost
No. 205 (Rare Holofoil)

Strategy Tip

The attack and the Pokémon Power work well together. High-Speed Spin is a great way to get around the high Retreat Cost. Look for this card to be played quite a bit.

Nokocchi



Type: Colorless Basic
LV.9, HP 50
C: Glare: 10
Effect: Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
Weakness: Fighting
Resistance: Psychic -30
No Retreat Cost
No. 206 (Common)

Strategy Tip

Nothing special, but still solid

PoJo's Power Rating

- 5 A Master Card
- 4 Very Useful
- 3 Average
- 2 Limited Uses
- 1 Keep in the shoebox

PlusPower



Type: Stage-1 Steel (from Scyther)
LV.43, HP 80
S: Blunt-end Strike
Effect: This attack does damage equal to the Defending Pokémon's HP divided by 2 (rounded down).
CCC: Double Claw: 20+
Effect: Flip 2 coins. This attack does 20 damage plus 20 damage times the number of heads.

Weakness: Fire
Resistance: Grass -30
-CC Retreat Cost
No. 212 (Rare Holofoil)

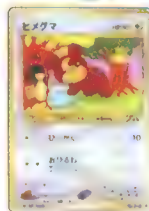
Strategy Tip

Real good. It evolves from an obviously strong Basic and then does some vicious damage. Blunt-end Strike is really good, turning almost anything into a two-turn KO (with the aid of a PlusPower, depending on the HP total). We'll be playing it!

Energy Icon

- C - Colorless
- F - Fighting
- R - Fire
- W - Water
- P - Psychic
- G - Grass
- L - Lightning
- E - Evil
- S - Steel

Himeguma



Type: Colorless Basic
LV.12, HP 40
C: Scratch: 10
CC: Nap
Effect: Remove all damage counters from Himeguma. Himeguma is now Asleep.
Weakness: Fighting
Resistance: Psychic -30
-C Retreat Cost
No. 216 (Common)

Strategy Tip

Not enough HP to justify Nap. It'll be knocked out too easily

Hinguma



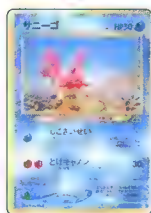
Type: Stage-1 Colorless (from Himeguma)
LV.42, HP 80
CC: Head Press: 20
Effect: The Defending Pokémon is now Paralyzed. Flip a coin. If tails, this attack does nothing.
CCCC: Double Lariat: 40x
Effect: Flip 2 coins. This attack does 40 damage times the number of heads.
Weakness: Fighting

Resistance: Psychic -30
-CCC Retreat Cost
No. 217 (Rare Holofoil)

Strategy Tip

Triple retreat cost, bad Basic, and very flip-intensive attacks. Thanks, but we'll take the ham on rye.

Sanigo



Rating:

Type: Basic Water
 LV.27, HP 50
 W: Recover
 Effect: Discard one of your W Energy Cards. Remove all damage counters on Sanigo.
 FF: Spike Cannon: 30x
 Effect: Flip 2 coins. This attack does 30 damage times the number of heads.
 Weakness: Grass

Resistance: None
 -C Retreat Cost
 No. 222 (Uncommon)

Strategy Tip

Will be difficult to run, needing two types of Energy. Spike Cannon is low-cost for what it does, but the 50 HP will get Sanigo knocked out before doing any real damage. Good in a defensive deck, but little else.

Doridizeru



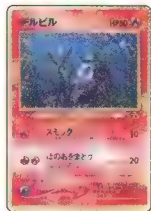
Rating:

Type: Basic Evil
 LV.15, HP 40
 C: Bite: 10
 EC: Pillage: 20
 Effect: Before dealing damage, discard all Trainer cards attached to the Defending Pokémon.
 Weakness: None
 Resistance: Psychic -30
 -C Retreat Cost
 No. 228 (Uncommon)

Strategy Tip

Pillage is good for getting around things like Nut and Defender but not good enough for the cost, considering it needs an Evil Energy.

Deruberu



Rating:

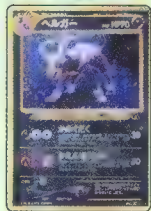
Type: Basic Fire
 LV.22, HP 50
 R: Smog: 10
 Effect: Flip a coin. If heads, the Defending Pokémon is now Poisoned.
 RR: Flame Armour: 20
 Effect: Take 1 R Energy Card from your Discard Pile and attach it to Deruberu.
 Weakness: Water

Resistance: None
 -C Retreat Cost
 No. 228 (Rare Holofoil)

Strategy Tip

We don't see the point of this Basic. Smog isn't great, and Flame Armor is just weird. Evolve him fast!

Herugaa



Rating:

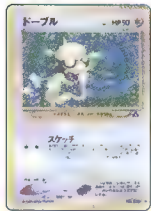
Type: Stage-1 Evil (from Deruberu)
 LV.37, HP 70
 ECC: Crunch (Kamikudaku): 30
 Effect: During your opponent's next turn and your next turn, when an attack damages the Defending Pokémon, add 20 to that damage.
 RRC: Flamethrower: 50
 Effect: Discard 1 R Energy Card

from Herugaa in order to play this attack.
 Weakness: None
 Resistance: Psychic -30
 -C Retreat Cost
 No. 229 (Rare Holofoil)

Strategy Tip

Crunch is incredible. It's a little slow, but in the late game, it will totally clean house. Very playable for a high Energy Evolution.

Dooburu



Rating:

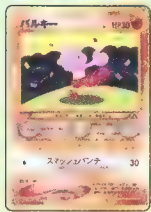
Type: Basic Colorless
 LV.27, HP 50
 CC: Sketch
 Effect: If your opponent attacked during your his or her last turn, you may use that attack as your own. (Ignore any Energy requirements.) If Dooburu was not attacked last turn, this attack may not be used.

Weakness: Fighting
 Resistance: Psychic -30
 -C Retreat Cost
 No. 235 (Common)

Strategy Tip

Sketch is like Clefable's Metronome, only not as good. We can safely say that Colorless gained very little from Neo 2.

Haraki



Rating:

Type: Baby Fighting (Evolves into Hitmonchan, Hitmonlee, or Kapoera)
 LV.7, HP 30
 If the opponent's Active Pokémon tries to attack a Baby Pokémon that's Active, your opponent flips a coin. If tails, that attack does nothing.
 C: Smash Punch: 30
 Effect: Flip a coin. If tails, this

attack does nothing.
 Weakness: None
 Resistance: None
 No Retreat Cost
 No. 236 (Common)

Strategy Tip

With the Baby rule, it's playable. Smash Punch is OK, but not great. A good set-up for a Hitmonchan.

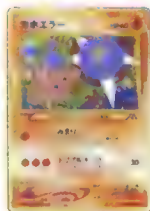
PoJo's Power Rating

- 5 A Master Card
- 4 Very Useful
- 3 Average
- 2 Limited Uses
- 1 Keep in the shoebox

Energy Icon

- C - Colorless
- F - Fighting
- R - Fire
- W - Water
- P - Psychic
- G - Grass
- L - Lightning
- E - Evil
- S - Steel

Kaponea



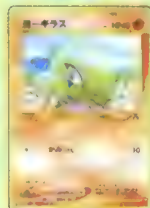
Type: Basic Fighting
LV.31, HP 60
F: Abandon
Effect: Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Kaponea.
FFF: Triple Kick: 30x
Effect: Flip 3 coins. This attack does 30 damage times the

number of heads.
Weakness: Psychic
Resistance: None
-C Retreat Cost
No. 237 (Rare Holofoil)

Strategy Tip

Three Fighting Energy for the only offensive attack just doesn't cut it, and Abandon is too flip-intensive to be an effective defense. We'll pass.

Yoogirasu



Type: Basic Fighting
LV.10, HP 40
C: Bite: 10
Weakness: Grass
Resistance: Lightning -30
-C Retreat Cost
No. 246 (Common)

Strategy Tip

This is a Basic that screams, "Please evolve me quickly!"

Sanigirasu



Type: Stage-1 Fighting (from Yoogirasu)
LV.32, HP 70
CC: Rocket Headbutt: 20
FF: Sandstorm
Effect: Deal 10 damage to all non-Fighting Pokémon. (Don't apply Weakness or Resistance.)
Weakness: Grass
Resistance: Lightning -30

-C Retreat Cost
No. 247 (Uncommon)

Strategy Tip

On second thought, don't evolve him. Don't even play him — he completely stinks.

Uangirasu



Type: Stage-2 Evil (from Sanigirasu)
LV.54, HP 100
CCC: Slam: 30x
Effect: Flip 2 coins. This attack does 30 damage times the number of heads.
EECC: Mow Down: 50
Effect: Flip a coin. If heads, this attack does 30 damage to each Pokémon on both Benches. (Don't apply Weakness or

Resistance to Benched Pokémon.)
Weakness: None
Resistance: Psychic -30
-CCC Retreat Cost
No. 248 (Rare Holofoil)

Strategy Tip

Mow Down is great but hard to use without Base Electrode. Energy Removal also is a major problem, but if you can get around that, then you have a monster. One more thing: Breed him. His Evolutions really stink!

Hyper Devolution Spray



Rating

Type: Trainer
Choose one of your Stage-1 or Stage-2 Pokémon and return the top Evolution card to your hand. Treat it as if it had just evolved. (That Pokémon cannot evolve again this turn.)
No Number (Uncommon)

Strategy Tip

One word: Terrible

Tapir From the Ruins



Rating

Type: Trainer
Search your deck for an Annoon and place it on your Bench. Shuffle your deck afterward.
No Number (Uncommon)

Strategy Tip

Score! Sure, let's get an Annoon combo on turn one. Sounds good to us. For what it does, it rules!

PoJo's Power Rating

- 5 🍀 A Master Card
- 4 🍀 Very Useful
- 3 🍀 Average
- 2 🍀 Limited Uses
- 1 🍀 Keep in the shoebox

Energy Icon

- C - Colorless
- F - Fighting
- R - Fire
- W - Water
- P - Psychic
- G - Grass
- L - Lightning
- E - Evil
- S - Steel

Egg Fossil



Rating:



Type: Trainer
 Flip a coin. If heads, place a Fossil-evolved Evolution from your hand or deck on the Bench. If you searched your deck, shuffle it afterward. Treat it as if it were a Basic Pokémon. (This Trainer can't be used if your Bench is full.)
 No Number (Uncommon)

Strategy Tip

Aerodactyl on turn one? Sure! We hate coin flippers, but we'll make a very big exception here!

Energy Arc



Type: Trainer
 Text: Flip 2 coins. Search your deck for a number of Basic Energy Cards equal to the number of heads flipped, show them to your opponent, then put them in your hand. Shuffle your deck afterward.
 No Number (Common)

Strategy Tip

On the average, it's an Energy Search, which isn't played much, so...

PoJo's Power Rating

- 5 🍀 A Master Card
- 4 🍀 Very Useful
- 3 🍀 Average
- 2 🍀 Limited Uses
- 1 🍀 Keep in the shoebox

Neo Strikes Again! Promo Binder Set

Annoon (N)



Type: Basic Psychic
 LV.14, HP 40
 Pokémon Power: NORMAL df
 Effect: Whenever an Colorless Pokémon damages one of your Annoons, that damage is reduced by 30. Only 1 "NORMAL df" Pokémon Power may be activated at a time.
 P: Wakeup Power: 10
 Weakness: Psychic

Resistance: None
 -C Retreat
 No. 201 (Promo)

Strategy Tip

Don't we have quite the broken little Annoon here? Needed for FIND and UNDO, its highly playable, even on it's own.

Annoon (E)



Rating:



Type: Basic Psychic
 LV.10, HP 40
 Pokémon Power: ENGAGE
 Effect: When you play Annoon (E) from your hand, you may choose to have both players shuffle their hand into their deck. Whoever shuffled their hand into their deck draws 4 cards.
 P: Wakeup Power: 10

Weakness: Psychic
 Resistance: None
 -C Retreat
 No. 201 (Promo)

Strategy Tip

Sure, we'll play out our hands on turn one, then drop what's left and draw four. These Annoons are really good.

Annoon (O)



Type: Basic Psychic
 LV.12, HP 40
 Pokémon Power: OBSERVE
 Effect: Once per turn, before you attack, you may look at the top 5 cards of your opponent's deck. (Replace them in the same order.)
 P: Wakeup Power: 10
 Weakness: Psychic
 Resistance: None

-C Retreat
 No. 201 (Promo)

Strategy Tip

Okay, not all the Annoons are good, but this one is a key component for UNDO, so I guess we'll have to use it. OBSERVE isn't all that strong, though, unless you can shuffle their deck.

Energy Icon

- C - Colorless
- F - Fighting
- R - Fire
- W - Water
- P - Psychic
- G - Grass
- L - Lightning
- E - Evil
- S - Steel

Eevee



Type: Stage-1 Psychic (from Eevee)
LV.38, HP 70
CC: Quick Attack: 10+
Effect: Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage.
PPC: Psybeam: 30
Effect: Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Weakness: Psychic
Resistance: None
-C Retreat
No. 196 (Promo)

Strategy Tip

Solid, but not super-special. Psybeam works fine, and Quick Attack is OK if you don't have the Energy yet

Levin



Type: Basic Colorless
LV.14, HP 50
Pokémon Power: Energy Evolution
Effect: When you attach an Energy to Eevee, you may flip a coin. If heads, search your deck for an Evolution of Eevee that has the same type as the Energy you attached to Eevee, and place it on Eevee. Treat it as if it had just Evolved. Shuffle your deck afterward. This Power can't be

used if Eevee is Asleep, Confused, or Paralyzed.

C: Smash Kick: 10
Weakness: Fighting
Resistance: Psychic -30
-C Retreat
No. 133 (Promo)

Strategy Tip

This Eevee's Pokémon Power makes it playable because it keeps Eevee safe from danger while in its fragile Basic stage. Also works well with the promo Eevee.

Durakli



Type: Stage-1 Evil (from Eevee)
LV.33, HP 70
CC: Quick Attack: 10+
Effect: Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage.
ECC: Chasing Hit: 30
Effect: During your opponent's next turn, if the Defending Pokémon retreats, this attack does another 10 damage to the Defending

Pokémon. (Deal the damage before retreating.)

Weakness: None
Resistance: Psychic -30
-C Retreat
No. 197 (Promo)

Strategy Tip

Chasing Hit is pretty effective, capable of dishing out 40 damage on turn two, with 10 more if they run. No weakness and 70 HP make this one of the more playable Evolutions of Eevee

Pichu



Type: Baby Lightning (Evolves into Pikachu)
LV.4, HP 30
If the opponent's Active Pokémon tries to attack a Baby Pokémon that's Active, your opponent flips a coin. If tails, that attack does nothing.
Pokémon Power: Let's Play Together!
Effect: Search your deck for a Baby Pokémon and put it on your Bench. Shuffle your deck

afterward. This power can't be used if your Bench is full.

Weakness: None
Resistance: None
No Retreat Cost
No. 172 (Promo)

Strategy Tip

It's OK. No popular decks revolve around Babies, though, making this card pretty bad overall.

Entei



Type: Basic Fire
LV.37, HP 80
Pokémon Power: Run Away
Effect: Whenever an attack damages Entei when it's Active (even if it is KO'd), flip a coin. If heads, return Entei and all of its attached cards to your deck, then shuffle your deck. This Power can't be used if Entei is Asleep, Confused, or Paralyzed.
RRR: Fire Protection: 50
Effect: During your opponent's

next turn, prevent all effects of attacks, including damage, done to your Benched Pokémon.

Weakness: Water
Resistance: None
Retreat Cost: 1
Pokémon No.: 244
Rarity: Promotional

Strategy Tip

Broken. The only thing we don't like about this card is the high attack cost, but it's extremely broken and can easily be used in decks without Fire. With fire, though, it's a genuine force to reckon with

Charizard



Type: Stage-2 Fire (from Charameleon)
LV.78, HP 120
Pokémon Power: Fire Raze
Effect: Once each turn (before you attack), you may remove 2 Fire Energy cards at most from your Pokémon and reattach them to Charizard. This power can't be used if Charizard is Asleep, Confused or Paralyzed.
RRRR: Fire Spin: 100
Discard 2 Energy Cards in order

to use this attack.
Weakness: Water
Resistance: Fighting -30
-CCC Retreat
No. 6 (Promo)

Strategy Tip

This is an even worse version of the already bad Base-Set Charizard. The Pokémon Power is worse, since the problem before was being able to play enough Energy quickly. With this version, it all has to be Fire Energy and is not "splashable" at all. Keep it out of decks!

Promo Binder Set

PoJo's Power Rating

- 5 🍀 A Master Card
- 4 🍀 Very Useful
- 3 🍀 Average
- 2 🍀 Limited Uses
- 1 🍀 Keep in the shoebox

Energy Icon

- C - Colorless
- F - Fighting
- R - Fire
- W - Water
- P - Psychic
- G - Grass
- L - Lightning
- E - Evil
- S - Steel

Harry Potter... Muggle Style

Start counting your Golden Galleons—the product explosion is starting to hit!



Holy hippogriff! How are we Potterheads ever going to survive until the fifth book comes out next year? After all, didn't the awesome fourth book, *Harry Potter and the Goblet of Fire*, nearly drive us to the brink?

First, we suffered through a 10-month dry spell after reading (and rereading and re-rereading) the third book, *Harry Potter and the Prisoner of Azkaban*. Then we waited most impatiently to hear when the fourth book would arrive. And we could hardly conceal our enthusiasm when we finally learned last spring that it would be available on July 8 and contain at least 700 pages.

But what about the title? That was kept secret until a week or so before the book was released. Author J.K. Rowling later admitted she used *Harry Potter and the Doomspell Tournament* as her working title. But then she changed her mind and couldn't decide whether to call it *Goblet of Fire* or *Harry Potter and the Triwizard Tournament*.

Once the book had its title and the magic day was at hand, hundreds of thousands of us (many in Potter costumes) stayed up half the night to buy it at precisely 12:01 a.m. on July 8. Naturally, we spent the rest of the night reading the book. We couldn't wait to see what happened to Harry during his fourth year at Hogwarts School of Witchcraft and Wizardry.



The initial 3.8 million copies of *Harry Potter and the Goblet of Fire* vanished quickly from store shelves nationwide. Within a week, Scholastic printed another 2 million copies.



A Barnes & Noble clerk gets into the spirit of Harry as he rings up a copy of the fourth book in Schaumburg, Illinois.

So, after following Harry for 734 pages to the 422nd International Quidditch World Cup, then through the Triwizard Tournament and, finally, a harrowing showdown with Lord Voldemort, what are we supposed to do now? What can possibly top all that?

Hold on! Help has arrived just in time, thanks to some clever Muggle companies. They've conjured up a selection of cool Potter stuff that'll make shopping seem as fun as cruisin' through Diagon Alley.

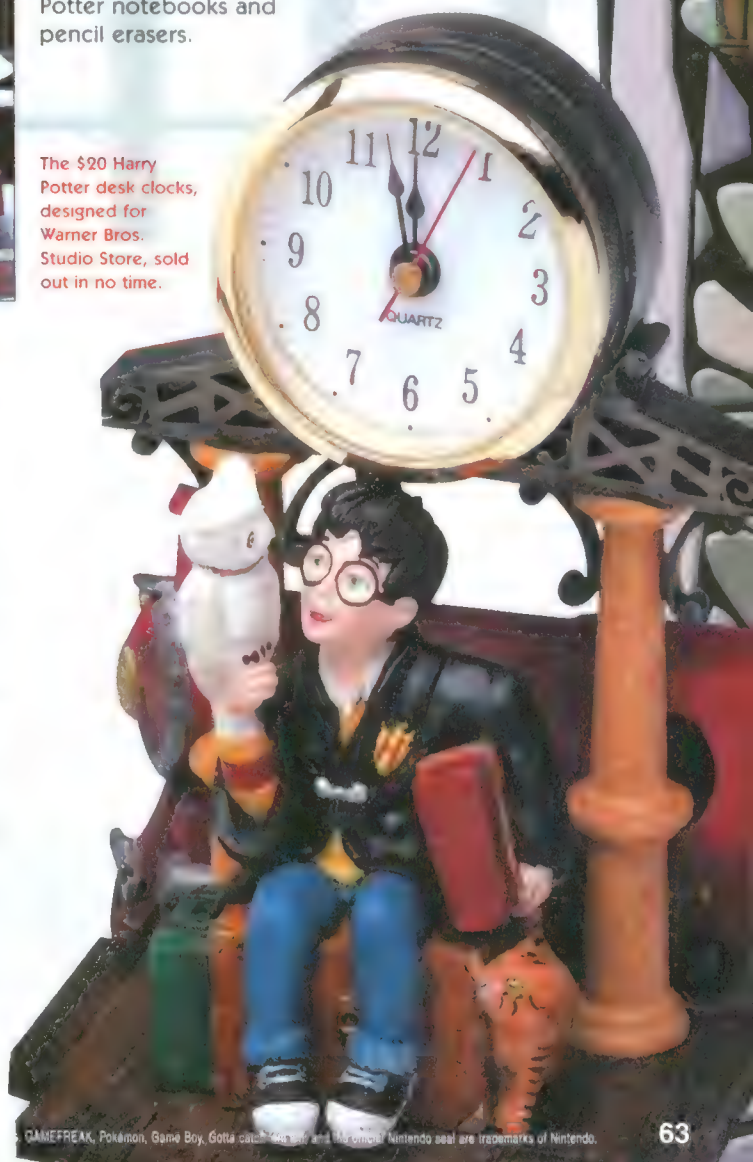
At least 40 companies have received licenses to produce Potter merchandise, though some of it coincides with the movie's release. But there still will be a steaming cupful of Potter stuff to slip under your fir this Christmas — or sooner, even.

• Faster than you can say "Polyjuice Potion!", the Warner Bros. Studio Store Web site (www.wbstore.com) began selling Harry Potter T-shirts, mugs and baseball caps early this past summer. And in late July, merchandise suddenly appeared in the WB Studio Stores themselves — desk clocks, bookends, Snitch keychains, T-shirts, bookmarks, picture frames, backpacks, pen sets and more.

• If you're under a collecting spell, Enesco Group Inc. is whipping up a large selection of colorful Harry Potter figurines and collectible gemstones. Look for them this fall in stores. The Enesco folks also will develop more products in conjunction with next year's Potter film.

• Grab your gel pens and add two more names to the growing list of Potter products. Sheet and towel maker Springs Industries will replace its Disney line this fall with Harry Potter sheets, shower curtains and bath rugs. In addition, Jakks Pacific, maker of bend-and-stretch wrestling figures and Powerpuff Girls stuff, will soon debut its line of Potter notebooks and pencil erasers.

The \$20 Harry Potter desk clocks, designed for Warner Bros. Studio Store, sold out in no time.



Harry Potter... Muggle Style

- Want to build your own Hogwarts? Warner Bros. Consumer Products has granted the famous LEGO Co. a four-year license to make Harry Potter construction toys. Due out next year, the first products will consist of nine sets based on the *Harry Potter and the Sorcerer's Stone* movie (scheduled to open on Nov. 16, 2001).

- The sure-to-be-hot Potter cards from Wizards of the Coast are still coming, but not quite yet. A company spokesperson confirmed the release of the trading card game and collectible cards has been pushed back to next spring. "Creating several sets worth of original art and having them approved by the Potter people has taken longer than Wizards expected," said Vera Chang of WotC. "But everyone at Wizards swears the finished product will be worth the wait."

- Meanwhile, WotC's parent company, Hasbro, will likely use its subsidiary OddzOn to deliver every wizard's favorite snack, Bertie Bott's Every Flavor Beans, and its Tiger Electronics sub to contribute hand-held electronic games.

- Want a Harry Potter trivia game? Who wouldn't? But be prepared to stand in line.



AP/Wide World Photo

Dressed as Harry Potter, friends Chad Slomovitz, 9, (left) and Dylan Schrode, 10, participate in a "Muggle Madness" costume ball on Friday night, July 7, at a bookstore in Solon, Ohio.

Master toy licensee Mattel already has more orders for the October-releasing game than it can fill (in October, anyway). Mattel-made super-articulated action figures, plush dolls (talking and nontalking) and resin-cast collectible figures are reportedly ready to roll on the other side of the holidays.

- And all of this is just the tip of the wand. From gift wrap to toothbrushes to Band-Aids to train sets, Muggle merchandisers are leaving no stone unturned as they celebrate the wizarding world.

From the wizard's perspective, it's about time. And don't forget: Another book will be out in only...oh, nine months or so. 🪄



The Warner Bros. Studio Store Web site was among the first to offer Harry Potter products, including T-shirts selling for \$12 to \$16.



The Hogwarts mug (above) was another popular item at the WB online store. At \$5 apiece, packages of three Harry Potter bookmarks (right) sold quickly at Warner Bros. Studio Stores.



OWL

(Ordinary Wizarding Levels) Exam

This is a closed-book exam to test your knowledge of Harry Potter.

Warning: It's printed on special anti-cheating paper! *Answers on page 67*

1. How do you get to track 9³/₄?

- a) Wave your wand at platform 9¹/₂
- b) Walk through the barrier between platforms 9 and 10
- c) Follow the signs

2. Type of magical dust used for fireplace transport:

- a) Santa Soot
- b) Floo Powder
- c) Hickory Ash

3. How do you introduce yourself to a Hippogriff?

- a) Look him in the eye and bow
- b) Just say "greetin'chirp"
- c) Insult him

4. Where is the main entrance to Diagon Alley?

- a) Parallel Park
- b) The Leaky Cauldron
- c) Costumes & More

5. What organization regulates the use of magic?

- a) Board of Wizarding
- b) Department of Magical Affairs
- c) Ministry of Magic

6. What magical creature is half man and half horse?

- a) Minotaur
- b) Centaur
- c) Sphinx

7. How many positions are there on a Quidditch team?

- a) 4
- b) 5
- c) 6

8. What spell will unlock a lock?

- a) Opensesame
- b) Adoorajar
- c) Alohomora

9. What does anyone see in the mirror of Erised?

- a) The future
- b) Their family and ancestors
- c) Whatever they desire

10. What spell creates artificial light?

- a) Wattis Brightos
- b) Lumos
- c) Solarflareos

11. What's the name of the bank in which wizards keep their money?

- a) Ingotts
- b) Goldbatts
- c) Gringotts

12. What spell disarms a wizard from his wand?

- a) Expelliarmus
- b) Nowaveus wandus
- c) Magicusdisarmus

13. How do you free your house-elf from enslavement?

- a) Repeat "I release you" three times
- b) Reverse the invisible shackle spell
- c) Give him or her clothes

14. What happens to a Phoenix when it dies?

- a) It turns into a Poltergeist
- b) It bursts into flames
- c) It rises to the heavens and becomes a shining star

15. What cures the depression effect after experiencing a Dementor?

- a) Bed rest
- b) Chocolate
- c) Uplifting elixir

16. What spell makes objects fly?

- a) Wingardium Leviosa
- b) Floatus Alra
- c) Upup Alwaysa

17. What's the full-body version of the leg-locking curse?

- a) Rigormortius
- b) Humanus Paralysis
- c) Petrificus Totalus

18. To legally perform apparitions, what is required?

- a) a master's degree in Bidimensional Apparition (MBA)
- b) Affidavit of Apparitions
- c) Apparator's license

19. How many Unforgivable Curses does the wizarding world have?

- a) Three
- b) Five
- c) Seven

20. What does an Auror do?

- a) Fend off dragons
- b) Catch Dark wizards
- c) Guard dungeons

POJO'S VIRTUAL SORTING HAT

Where do you belong at Hogwarts — Gryffindor, Hufflepuff, Ravenclaw or Slytherin? Answer the questions and find out!

Answers on page 67

By Catherine Buckley

Just as Harry Potter has some Slytherin in him, everybody has a bit of all four houses in them. The Sorting Hat only chooses the most dominant traits. Remember: Harry's worst fear was only that there was NO place for him!

Gryffindor: "Where dwell the brave of heart. Their daring, nerve and chivalry set Gryffindors apart."

Hufflepuff: "Where they are just and loyal. These patient Hufflepuffs are true and unafraid of toil."

Ravenclaw: "If you've a ready mind. Where those of wit and learning will always find their kind."

Slytherin: "You'll make your real friends. Those cunning folk use any means to achieve their ends."



ILLUSTRATION COURTESY OF ARTIST KIVIN DOBLER, SPIDERWEBART GALLERY, WWW.SPIDERWEBART.COM

Question	Choose your best answer	Circle All letters that go with the answer (for example, A C)
1. How many <i>unrelated</i> hobbies have you had so far in your life? (For instance, sewing and knitting are related, but collecting stamps and collecting Pokémon cards are unrelated.)	<ul style="list-style-type: none"> • 0-3 • 4-6 • 7 or more 	<div>A C D</div> <div>A C D</div> <div>B C D</div>
2. If you own a bike, skateboard or car, which of the following is most important to you?	<ul style="list-style-type: none"> • Year made/how new it is • Color and/or paint job • Manufacturer/model • Overall style/appearance 	<div>A D</div> <div>A D</div> <div>A B D</div> <div>C D</div>
3. Do you typically spend extra time at school, work or on projects — even knowing you would NOT get extra credit or extra pay?	<ul style="list-style-type: none"> • Yes • No 	<div>A B C</div> <div>A D</div>
4. If you ever tried to learn how to swim, did you... (If you never tried swimming, use skating or biking to answer this question.)	<ul style="list-style-type: none"> • Initially give up? • Steadily ease into it? • Jump right in? 	<div>A D</div> <div>A B D</div> <div>B C D</div>

Question	Choose your best answer	Circle ALL letters that go with the answer (for example: A C)
5. If you had to choose just one category, which would be your favorite activities?	<ul style="list-style-type: none"> • Talking with friends, shopping, special interest groups • Cooking, tinkering with cars or PCs, sewing, building models, arts & crafts • Music, reading, movies, plays, outdoor activities • Puzzles, card games, video games, competitive sports 	<div>A B</div> <div>A B C</div> <div>B C D</div>
6. Do you often try to show others the right way to act or behave?	<ul style="list-style-type: none"> • Yes • No 	<div>A B C D</div> <div>A B C</div>
7. Do you borrow things from family members without their permission?	<ul style="list-style-type: none"> • Yes • No 	<div>A B C D</div> <div>A B C</div>
8. Were you 100% honest when answering all these questions?	<ul style="list-style-type: none"> • Yes • No 	<div>A B C D</div> <div>C D</div>

ANSWERS TO O.W.L. & SORTING HAT QUIZZES

The Breaker: If you score evenly between houses, go with the one in which you think you belong. As Dumbledore told Harry: "It is our choices... that show what we truly are."

- If you have more A's than any other, you belong in Hufflepuff.
- If you have more B's, you belong in Ravenclaw.
- If you have more C's, you belong in Gryffindor.
- If you have more D's, you belong in Slytherin!

SORTING HAT RESULTS

Total A's = _____
Total B's = _____
Total C's = _____
Total D's = _____

Count how many A's you've circled, how many B's, how many C's and how many D's.

POJO'S SORTING HAT

0-4 correct = Muggle-born
5-9 correct = Hogwarts freshman
10-13 correct = Fourth-year graduate
14-17 correct = Hogwarts Prefect
18-20 correct = Wizard with honors!

O.W.L. SCORE

1) b 2) b 3) a 4) b 5) c 6) b 7) a 8) c 9) c 10) b 11) c 12) a 13) c 14) b 15) b 16) a 17) c 18) c 19) a 20) b

O.W.L. EXAM ANSWER SHEET

Pokémon:

The Soap Opera

(Part 8)

Last month we left our trainers getting their pictures taken and helping out Officer Jenny. This month we have our friends stuck on Cinnabar Island trying to get the Volcano Badge.

By Drew King

Will Ash get his seventh Badge? What is a Magmar? And how many people can Jigglypuff, the entertainer, put to sleep in one episode? Find out all of this and more in this edition of the Pokémon Soap Opera Episode Guide.



Riddle Me This

The gang is riding a boat to Cinnabar Island. All Ash cares about at the moment is getting his next badge. He notices all the people on board and wonders if they're all Pokémon Trainers.

Gary, who also is aboard the ship, informs Ash that Trainers haven't gone to the island for a long time and that it is a tourist resort. He tells Ash that he's taking a vacation to the island. When Ash informs Gary that he's going to get a Volcano Badge, Gary explains that there isn't even a gym on the island.

After getting off the boat, Ash and his friends look around. All they see are shops, souvenir stands and tourists. As they walk, they don't see any sign of a gym. Brock asks why people like Cinnabar Island so much and a hippie offers an answer in the form of a riddle: "What do tourists think is hot and cool?" Misty guesses hot springs and is correct. The hippie explains that, because of the volcano, there are many hot springs. This has attracted more tourists every year.

Eventually, the entire island was overrun with visitors and Pokémon Trainers no longer went there. Misty asks the hippie about the gym that's supposed to be on the island and he responds with another riddle: "It's where you put

your glasses." Brock and Ash are stumped, but Misty again comes up with the correct answer: The gym is in front of their eyes. All they can see are the remains of what used to be the gym. The owner of the gym, Blaine, got bored and left. The hippie hands Ash his card for the Big Riddle Inn.

Ash and company are surrounded by souvenir stands — one of which is manned by Team Rocket.

Meanwhile, Ash and his friends have located the Pokémon Center, but it's filled up with tourists. They then go from hotel to hotel in search of a place to stay. Unfortunately, they're all filled to capacity. Walking away from a hotel, Ash notices a banquet going on inside. His stomach rumbles and one of the figures inside stands up and opens the door. It's Gary and he laughs at Ash for not being able to find a hotel. He lets them look inside and they see tables of food, as well as a Hitmonchan and Electabuzz dressed as musicians. The door opens and there stands Jigglypuff, the entertainer.



© Nintendo. CREATURES: GAMEFREAK/TV Tokyo. Studio: JF Kawanishi



© Nintendo. CHARACTERS: GAMEFREAK. TV: TOYO. JIGGLYPUFF: JIGGLYPUFF

Since Ash and his friends already know what Jigglypuff can do, they run off. Everyone else sits down to listen to Jigglypuff's song and falls asleep. Jigglypuff gets upset and draws over everyone's faces.

Ash and his friends stop in a playground to rest. Brock asks Ash about the card the hippie gave him and Ash pulls it out. The directions are on the card, but in the form of another riddle, "If you look near the swing, you'll see my hands, or at least my face." Brock notices a nearby swingset, but doesn't see anything else. Misty sees a clock. She points up the hill and they all see a building with a clock tower. They dash up and the hippie is happy to see them and gives them free rooms for getting the answer. Ash's stomach grumbles and the hippie offers them dinner, which they happily accept.

Meanwhile, Team Rocket attacks the Pokémon lab from their balloon. Back at the inn, a phone rings and the person on the other end tells Ash the situation. They all rush to the building and Ash sends out Pidgeotto. Pikachu jumps on the bird's back and they send Team Rocket over the horizon. The hippie thanks Ash and rewards him with a secret. He reveals Blaine still has an arena that tourists could never find. He tells them where with yet another riddle: "It's in a place where firefighters could never win."

Ash, Misty and Brock soak in a hot spring and ponder the riddle. Togepi climbs up on a fountain, which lowers. A portion of rock slides out, destroying the fence that separates the men's and women's sections of the spring. Ash, Misty and Brock stare at each other and then scream. They get dressed and go down the staircase. They reach a door and Ash grabs the handle, only to get burned. The doors open to reveal a fighting arena suspended over a large lava pool. Brock notes that no firefighter could win here and concludes that this must be Blaine's arena.

Suddenly, the lights turn on and the hippie is standing on the other side of the arena. He challenges Ash and his friends with another riddle: "It's not a hat, but it keeps your head dry. If you wear it, it's only because you already lost it." Misty once again comes up with the solution: a wig. The hippie congratulates her and pulls off his wig, revealing himself to be Blaine. Ash challenges him to battle and Blaine sends out his first Pokémon: Ninetales. Ash sends out Squirtle, but Blaine quickly defeats it with a Fire Spin attack. Ash decides to use Charizard and Blaine sends out Rhydon. Ash



© Nintendo. CHARACTERS: GAMEFREAK. TV: TOYO. BLAINE: BLAINE

tries to get the unruly dragon to battle, but he flies over to a ledge and falls asleep. Ash then sends out Pikachu, who is able to dodge Rhydon's Fury Attack. Unfortunately, his Thunderbolt doesn't faze the Drill Pokémon.

Blaine then sends out his most powerful Pokémon Magmar. Pikachu is able to dodge his Fire Punch attack. Pikachu uses Thundershock, but Magmar deflects it. Pikachu is pushed toward the edge of the arena, and Blaine commands Magmar to use Fire Blast.



Volcano Panic

Pikachu and Charizard fight Blaine's Magmar and lose.

Team Rocket decides they want the Magmar because it's so powerful. So, they go to the gym and call out Magmar, saying he won a contest. Magmar comes out and Team Rocket shoots their weapons at him. One projectile hits Magmar, freezing him. Magmar melts the ice, so Team Rocket begins firing their weapons everywhere, freezing the volcano. The rock gets cut open by the ice, causing lava to pour out and steam to burst out of the ground.

By now, Ash, Misty, Brock and Blaine are watching this happen. Some steam leaves Team Rocket stranded on a rock, which shoots up into the sky causing Team Rocket to blast off again. The fighting surface of the gym is engulfed, but Magmar jumps off it just in time as the lava destroys the surface. Everyone must stop the volcano from erupting before it wipes out the island! Magmar begins to jam up the



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hole the lava was coming from with rocks. Pikachu tries to help, but it is too hot for him. Ash brings out Charizard to help, but the Pokémon refuses to obey him. Magmar's rocks keep getting knocked away by the lava, as Charizard watches.

Finally, Charizard decides to help, as everyone sends out their Pokémon. Brock dispatches Geodude and Onix to help Magmar and Charizard, while Ash sends out Squirtle and Misty sends out Starmie to help cool off the other Pokémon. Even Pikachu helps out. Togepi tries to help, but almost falls into the lava! Misty runs over and grabs Togepi before he falls in.

All the Pokémon help plug up the hole and soon lava stops flowing. Blaine thanks Ash, who hopes Blaine will give him the Volcano Badge. Instead, Blaine gives Ash another chance to beat him. They decide to fight on top of the volcano with rock ledges sticking out and the lava below.

Blaine decides to stick with Magmar, while Ash is about to send out Pikachu. But Charizard steps up and wants to fight Magmar because it would be a good challenge for him. So, Ash makes sure it's OK with Pikachu and sends out Charizard, but Charizard is already out there. Magmar and Charizard get fire in their eyes as the battle begins. Ash is

excited about the battle. Both Pokémon start by using Flamethrower at the same time.

The fire meets, causing an explosion. Magmar uses Fire Blast, but Charizard stops it (the fire!) and throws it off in

the distance. Magmar then uses Skull Bash and knocks Charizard into a big piece of rock. Charizard is about to hit the lava when he flies up and lands on a rock. Charizard and Magmar grab each other's hands. Magmar jumps up high and gets behind Charizard. He grabs Charizard and they both fall into the lava. Ash is worried, but Blaine says that under the lava is considered in-play.

Suddenly, Charizard comes out of the fire with Magmar holding on. Blaine is mad, but Ash says that up in the air is

also considered in-play. Charizard flies way up and uses a move that causes him to spin around and confuse Magmar. Charizard is way up in the sky as he uses Seismic Toss and throws Magmar down into the lava. Charizard comes down and Ash thinks he won when Magmar comes back out of the lava! Magmar stands on a rock triumphantly, but falls.

Charizard and Ash celebrate. But when Ash tries to get Charizard to return, he burns Ash with fire. Charizard continues to celebrate. Later, Blaine tells Ash a bad riddle and then gives him the Volcano Badge. As the episode comes to a close, everyone walks down a path. Ash wonders where the next gym is. Brock tells him it is in Viridian City and the badge is the Earth Badge.



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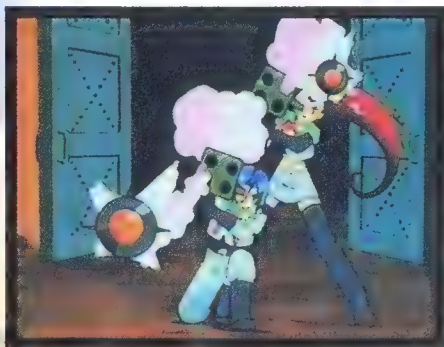
EPISODE 57

Beach Blank Out Blastoise

Ash and friends have just beaten Blaine for the seventh

badge and are running for the ferry to get back to the mainland when clumsy Ash trips over a Wartortle. Wartortle says to follow him. Squirtle dons Squirtle Squad glasses and gets in the water with Ash, Misty and Brock following.

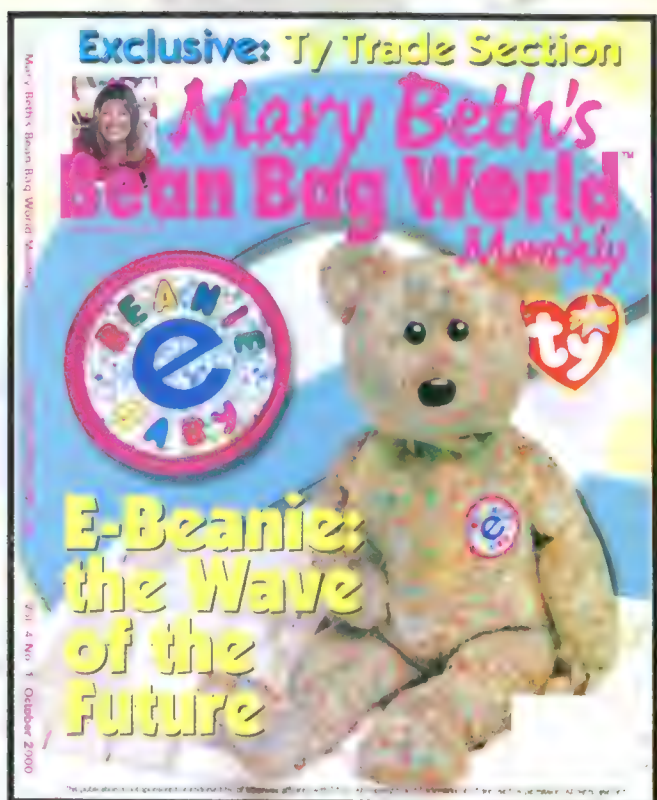
They arrive at an island to find a whole bunch of Squirtle and Wartortle shells. Wartortle says that something happened. Ash, Misty and Brock look around and find a Blastoise shell. Brock figures out what happened to Blastoise. Ash listens inside Blastoise's shell and hears strange music. He falls asleep. Pikachu wakes everyone up and Blastoise wakes up to find something stuck in his cannon. A pink, rubbery thing goes up to the top of the shell. It's Jigglypuff! Team Rocket arrives inside a pedal-powered Gyarados machine and tries to steal Blastoise, but they fail. Jigglypuff gets out of Blastoise's cannon and Ash, Misty and Brock get on the ferry to the mainland. 🌀



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The Deck Garage



DECK MECHANIC

CHRISTINE (CLEFAIRY DOLL) AMARAL

Our first deck comes to us from Manzella. It combines old-school Energy transfer with the latest offerings from Team Rocket.

The deck looks decent, but I would like to give it more focus and reliability.

"Poison Swap" By Manzella

Pokémon (20)

3 Bulbasaur
2 Venusaur
3 Nidoran (M)
2 Nidoking
3 Grimer (Team Rocket)
2 Dark Muk
3 Scyther
2 Pinsir

Trainers (14)

4 Pokémon Breeder
3 Computer Search
3 Bill
2 Pokémon Center
2 Professor Oak

Energy (26)

22 Grass Energy
4 Double Colorless Energy

Pokémon

Having both the Nidoking and Dark Muk lines is a bit redundant. Let's take out the Kings and leave Dark Muk, since its Pokémon Power, Sticky Goo, gives you a great advantage by restricting your opponent's ability to retreat.

This month, our expert mechanics wring out a "Mop" and make a "Poison Swap" even more deadly.

I'm going to add Ivysaur. He's an excellent Stage-1 Pokémon and a great Mime killer. Your numbers look pretty good, otherwise.

Trainers

Now this is where we are going to do some major overhauling. I'll base your Trainer engine on a slow-to-medium-speed deck. Dump the Breeders because it's a bad idea to evolve quickly into Venusaur if you haven't built up your Grass Energy.

Your other Trainers are great; Pokémon Center is awesome with Venusaur's Energy Transfer. Professor Oak and Bill give you card drawing and advantage. And Computer Search will find the card you need when you need it.

We'll also add the following: Pokémon Trader (works well in slower decks with higher Pokémon counts), Switch (lets you get your high-retreat-cost Pokémon out of harm's way), Gust of Wind (bring up a vulnerable Pokémon from your opponent's Bench), Nightly Garbage Run (recycles Energy and Pokémon back into your deck), and Item Finder (reuse Trainers as needed). Let's also include some Energy Removal to disrupt your opponent.

Energy

With Nightly Garbage Run, you can recycle Energy from your discard pile back into your deck. This provides room to reduce your Grass Energy count. We'll stay with four Double Colorless Energy because it works well with Scyther and Pinsir.

Strategy

Start with Scyther or Pinsir if possible. Work to get enough Grass Energy into play to evolve Venusaur on your Bench by mid-game. Then you can send out Dark

Christine's Revised "Poison Swap"

Pokémon (17)

3 Bulbasaur
3 Ivysaur
2 Venusaur
3 Grimer (Team Rocket)
2 Dark Muk
2 Scyther
2 Pinsir

Trainers (24)

3 Bill
3 Computer Search
3 Pokémon Trader
3 Energy Removal
2 Professor Oak
2 Item Finder
2 Pokémon Center
2 Nightly Garbage Run
2 Switch
2 Gust of Wind

Energy (19)

15 Grass Energy
4 Double Colorless Energy

Muk to trap and Poison your opponent's monsters.

Energy Transfer and Sticky Goo are great Pokémon Powers with which to work. This deck should be tons of fun to run! Good luck!



Dark Muk's Pokémon Power, Sticky Goo, makes it harder for opponents to retreat.



DECK MECHANIC

BRET (KITTYFOX)
LARWICK

Lightning and Fire make a solid combination when designing decks. And thanks to the introduction of Team Rocket's Dark Eevee-lutions, you can make a quick deck starring the little fox. However, you may want to consider replacing the Team Rocket Eevees with the promo ones. This will help you evolve the turn after putting Eevee on your Bench, allowing you to choose which evolution you want based on the Energy you have in your hand.

I also recommend removing Ditto in favor of two more Electabuzz. This power hitter is a staple of many winning decks, and you should make use of his abilities.



If you can get your mitts on it, try substituting the new promo Eevee for the one from Team Rocket.



Dark Jolteon has one of the best one-Energy attacks in the entire game.

Trainers

Your Trainer section could also use some fine tuning. Specifically, we need to add a Bill and a couple of Computer Searches to help the deck work quickly and not stall out. We no longer need The Boss's Way, so we'll scratch those. We'll add to the Energy Removal theme, because this deck will work well on even small amounts of Energy, by adding Super Energy Removals.

I recommend at least three Nightly Garbage Runs in almost every deck. These help you play with fewer Basic Pokémon and Energy by letting you dig up the used ones and reuse them over and over.

You can fill in the rest of your Trainers by adding a couple of Item Finders and upping your Gust of Wind and Scoop Up count by one apiece.

Energy

Lastly, let's focus on Energy. The advantage of Electabuzz, Magmar, and the Dark Eevee-lutions is we don't need a massive amount of this precious resource to attack. This let's cut back to 17 Basic Energy and two of the Full Heal Energy. Unless you need the colorless Energy, I find it useful to sit on Full Heal Energies until your

Active Pokémon has been Poisoned, Confused or Paralyzed, and then surprise your opponent. There's nothing like watching your opponent's reaction when his plans have been foiled!



"Eevee's Revenge" By John S.

Pokémon (16)

- 4 Eevee (Team Rocket)
- 2 Dark Flareon
- 2 Dark Jolteon
- 4 Magmar (Fossil)
- 2 Electabuzz
- 2 Ditto

Trainers (19)

- 3 Bill
- 3 Energy Removal
- 3 PlusPower
- 2 Professor Oak
- 2 Gust of Wind
- 2 The Boss's Way
- 2 Scoop Up
- 2 Energy Retrieval

Energy (25)

- 13 Fire Energy
- 11 Lightning Energy
- 1 Rainbow Energy

Brett's Revised "Eevee's Revenge"

Pokémon (16)

- 4 Eevee (Promo)
- 2 Dark Flareon
- 2 Dark Jolteon
- 4 Magmar (Fossil)
- 4 Electabuzz

Trainers (25)

- 4 Bill
- 3 Gust of Wind
- 3 Energy Removal
- 3 Super Energy Removal
- 3 Scoop Up
- 3 Nightly Garbage Run
- 2 Professor Oak
- 2 Computer Search
- 2 Item Finder

Energy (19)

- 8 Electric Energy
- 9 Fire Energy
- 2 Full Heal Energy

The Deck Garage



DECK MECHANIC

AL (DR. CRASH)
GRITZMACHER

It's everyone's goal to clean up the competition. Some are just more obvious about it than others. As for me, I love a clean sweep.

I see this "Mop" is a bit on the messy side. Let's put it through the wringer and rinse out the dirt.

"The Mop" by Ben

Pokémon (12)

- 3 Mewtwo (Movie Promo)
- 3 Scyther
- 3 Farfetch'd
- 2 Ditto
- 1 Kangaskhan

Trainers (31)

- 4 Gust of Wind
- 4 PlusPower
- 3 Professor Oak
- 3 Bill
- 3 Energy Removal
- 3 Switch
- 3 Computer Search
- 2 Super Energy Removal
- 2 Energy Retrieval
- 2 Scoop Up
- 2 Item Finder

Energy (17)

- 13 Psychic Energy
- 4 Double Colorless Energy

Pokémon

Using a lot of big Basic Pokémon is a good strategy. You don't have to mess around with evolving, which takes time and can be risky.

All the Pokémon are OK. Still, I think it's a good idea to remove the



Full Heal Energy is a good just-in-case card.

Farfetch'ds; Leek Slap is too unreliable and its Lightning weakness is bad because of Electabuzz. The 50 HP is low, too.

In their place, I'd add another Scyther, Kangaskhan and Ditto. Scyther is almost always useful with its nice attack power and free retreat. I've found that Kangaskhan's 90 HP and Fetch attack are extremely helpful when you need to stall for a couple turns and build your hand back up. And Ditto is the king of versatility.

Trainers

Hosing down the Trainers will take a bit more work. First, I recommend adding a fourth Bill. No "Haymaker" variant should come equipped with fewer than four of these guys; in Pokémon, speed kills.

The Energy Removals are a good idea, but you'd be better off using the super variety instead. Taking out two Energy at once is more crippling to an opponent than just one.

Energy Retrieval isn't as useful as it seems. Nightly Garbage Run is a much better option because it also allows you to grab Pokémon if you need them.

The Switches don't need to be in this deck if you're using Scoop Up. Scoop Up gives you the same option as Switch but with better results.



Kangaskhan's 90 HP and Fetch attack make it a good staller.

This deck will also benefit from an additional Item Finder to get more mileage out of those Trainers.

Energy

The Energy situation is very manageable. The only things you're missing are a couple Full Heal Energy because you never know.

All bright and sparkly! When you use this deck, bring a bucket for your enemies — you might just be wiping the floor with them.

Crash's Revised "Mop"

Pokémon (12)

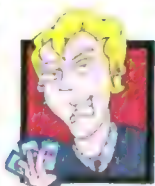
- 4 Scyther
- 3 Mewtwo (Movie Promo)
- 3 Ditto
- 2 Kangaskhan

Trainers (31)

- 4 Bill
- 4 Super Energy Removal
- 4 PlusPower
- 4 Gust of Wind
- 3 Computer Search
- 3 Professor Oak
- 3 Item Finder
- 3 Scoop Up
- 3 Nightly Garbage Run

Energy (17)

- 11 Psychic Energy
- 4 Double Colorless Energy
- 2 Full Heal Energy



DECK MECHANIC

SCOTT
GERHARDT

I hate to say it, but in today's environment, you just can't have 22 Pokémon in a deck and expect to win. The first thing we need to do is make some serious cuts here. For starters, let's lose a Chansey and a Mewtwo. I'm also going to cut back the Abra/Kadabra/Alakazam line a little by losing one of the Basics and Stage-1's, taking the line to 3/2/2. That is definitely not optimal, but we could use the card slots for other things.

Also, I'm a firm believer that Base-Set Abra's free retreat cost is better than the Team Rocket one's Vanish attack or 10 extra HP. Since

you have no other free-retreaters in the deck, I would use the Base Abra.

Now, if you wanted to change the Mr. Mimes to Fossil Gastly which I don't really recommend — you could stick with the Team Rocket Abras since the deck would still have a free-retreater.

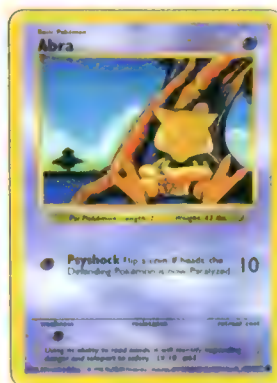
Energy

Four Double Colorless Energies are a must. This is not a speed deck, but with Chansey, Mewtwo and Wigglytuff all in there, DCI becomes key. Go with 12 Psychic and four DCI. This will free two more card slots we desperately need for Trainers.

Trainers

We should now have six open card slots. First, lose one Gust of Wind, making a total of two. This gives us seven open slots. Now we have a lot of options.

Add a Pokémon Trader. Yes, having a single copy of a card in



Despite its lone attack and low HP, the Base-Set Abra is preferable in some instances to the new Team Rocket one.

Team
Rocket
Abra



Scott's Revised "Psychotic Thriller"

Pokémon (18)

- 3 Abra (Base Set)
- 2 Kadabra
- 2 Alakazam
- 2 Mewtwo (Movie Promo)
- 2 Mr. Mime
- 3 Jigglypuff
- 2 Wigglytuff
- 2 Chansey

Trainers (26)

- 4 Professor Oak
- 3 Scoop Up
- 3 Computer Search
- 3 Nightly Garbage Run
- 2 Gust of Wind
- 2 Switch
- 2 Bill
- 2 Super Energy Removal
- 2 Item Finder
- 2 Pokémon Center
- 1 Pokémon Trader

Energy (16)

- 12 Psychic Energy
- 4 Double Colorless Energy

"Psychotic Thriller"

Pokémon (22):

- 4 Abra (Team Rocket)
- 3 Kadabra
- 2 Alakazam
- 3 Mewtwo (Movie Promo)
- 2 Mr. Mime
- 3 Jigglypuff
- 2 Wigglytuff
- 3 Chansey

Trainers (20):

- 3 Gust of Wind
- 3 Bill
- 3 Scoop Up
- 3 Computer Search
- 2 Switch
- 2 Professor Oak
- 2 Nightly Garbage Run
- 2 Super Energy Removal

Energy (18):

- 16 Psychic Energy
- 2 Double Colorless Energy

a deck is kind of haphazard, but it can act as the third Wigglytuff, Kadabra or Alakazam if you need it.

Also add two Item Finders — they're wonderful in a deck in which reusing Trainers could be key.

This deck lacks Pokémon Center, a card that is just too good in a "Damage Swap" deck. Go ahead and add a couple. While this deck isn't a "Stall," they could be key in the late-game beatdown when Wiggly' is hurting.

Since the deck is a bit slow, go ahead and add a third Nightly Garbage Run. This card will keep you alive longer and recycle some Evolutions that might be dumped early.

To fill the last slot, go with a third Professor Oak. Actually, go ahead and drop a Bill and go with four Oaks. This card will save you so many times. And it's like I tell the people who always say, "...but I'll 'deck' myself."; you don't have to use it if you don't need it. 🌀

Killer Decks

Ready to trade that Base Set Haunter or Snorlax?

Our top mechanics have found some new uses for some old favorites.

The Return of Base-Set Haunter

By Derek (Satoshi) Heid

Pokémon (19)

- 4 Gastly (Fossil)
- 3 Haunter
- 4 Drowzee (Team Rocket)
- 3 Psyduck (Team Rocket)
- 2 Dark Golduck
- 2 Snorlax

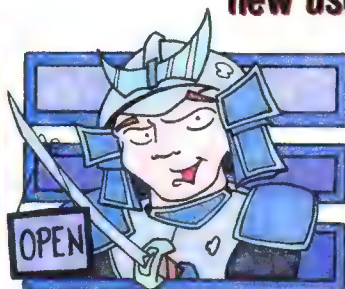
Trainers (19)

- 4 Sleep!
- 1 Bill
- 3 Item Finder
- 3 Professor Oak
- 3 Computer Search
- 2 Switch

Energy (22)

- 17 Psychic Energy
- 3 Double Colorless Energy
- 2 Full Heal Energy

Base Set Haunter has been written off as unworthy of tournament play due to Dream Eater, his 50-damage attack. Although sound Energy-wise, the attack requires only two Psychic. The drawback is that the Defending Pokémon has to be Asleep for the attack to work. Before Team Rocket, this meant using Haunter's Hypnosis attack first and hoping that the Defending Pokémon wouldn't wake up before your next turn. Based on personal experience, I can tell you this is highly unlikely.



Snorlax

Now, it's a lot easier. Snorlax (yes, Snorlax) has become useful for two reasons: to stay up front and take a beating, and as a safeguard against your Team Rocket Drowzee's Long-Distance Hypnosis Pokémon Power, which reads: "Once during your turn (before your attack), you may flip a coin. If heads, the Defending Pokémon is now Asleep. If tails, your Active Pokémon is now Asleep. Snorlax's Pokémon Power, Thick Skinned, protects him from status effects, allowing you to use Drowzee's power from the Bench without having to worry.

You Snooze, You Lose

If that doesn't work, we have four copies of Sleep!, which let you flip a coin to see if the Defending Pokémon will fall Asleep. Counting Haunter's Hypnosis, Team Rocket Drowzee's power, Sleep!, and Item Finder (for re-using Sleep!), you have 11 possible ways to put the Defending Pokémon Asleep.

Once the Defending Pokémon goes night-night, use Switch or retreat Snorlax and bring in Haunter to do a devastating 50 damage for just two Psychic Energies.

But what happens when you run into a Psychic-resistant Pokémon? Whip out Dark

Golduck, that's what. Fifty damage for two Psychic and one colorless isn't too shabby for a Water Pokémon.

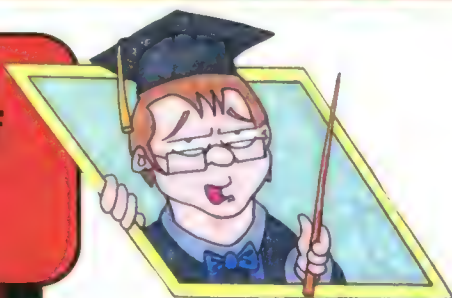
There it is, Poké-people: yet another way to make use of a couple of cards previously thought to be unplayable.



Thanks to Thick Skinned, Snorlax can resist the effects of Drowzee's Long-Distance Hypnosis.

Aaron's Wigglytuff Deck

By Aaron Teare



Pokémon (16)

- 4 Jigglypuff
- 4 Wigglytuff
- 4 Hitmonchan
- 4 Scyther

Trainers (28)

- 1 Bill
- 4 Professor Oak
- 4 Computer Search
- 4 Rocket's Sneak Attack
- 4 PlusPower
- 4 Energy Removal
- 2 Scoop Up
- 2 Gust of Wind

Energy (16)

- 4 Double Colorless Energy
- 12 Fighting Energy

In the new Super Trainer Showdown (STS) tournament environment, decks have to be built for just one thing: speed! Due to the 20-minute time constraints, Wigglytuff is the ideal Pokémon to deal the maximum amount of damage as quickly as possible. A deck built around the premise of attacking for 70 on turn two is certain to give you the advantage in the Prize-drawing war.

Trainers

The Trainers are the "engine" of the deck, using Bill, Professor Oak and Computer Search to gather all the cards needed to evolve and power up Wiggly' with a DCE, find at least one PlusPower, and fill up the Bench.

While in the process of "going off," Energy Removal prevents any threats from developing on the

board while Rocket's Sneak Attack disrupts your opponent's hand. Sneak Attack works amazingly well in this deck. Who cares if the opponent can possibly redraw the card? With this deck consistently winning in the first few turns, they'll never get the chance.

Supporting Players

As mighty as Wiggly' is, there will be times when he's gonna need to rely on his support staff: Hitmonchan and Scyther. With the recent popularity of cards such as Electabuzz, Chansey and Wigglytuff, Hitmo' can be an absolute wrecking ball. Either opponents react to him immediately, or they lose.

Scyther also works well in a pinch. Free retreat, resistance to Fighting, and the potential for beatings via DCE and a PlusPower make Scyther the most versatile Pokémon in existence.



Wigglytuff Isn't bothered by the time constraints of tournament play.

Granted, this deck is somewhat one-dimensional since it's all offense and no defense — when in doubt, attack some more. If this still doesn't work, there are still a few aces up your sleeve for which you can Search. Gust of Wind is always a handy disruption card and a great way to bring up critters before they're ready. (Can you say "Squirtle?") And Scoop Up is always fun because it can rob your opponent of a Prize by returning one of your banged-up Pokémon to your hand. It can also retreat Hitmo' in a jiffy.

Of course, no deck is without weaknesses. Annoying status attacks can slow down Wigglytuff, keeping your opponent in the game longer than this deck likes. If this is truly an issue, a few Full Heal Energy may be in order.

Lass: a Four-Letter Word

Worse yet, any deck with 28 Trainers is vulnerable to a certain four-letter word: Lass. If you fall prey to a turn-one Lass, pray to the top-deck gods for a Computer Search or an Oak. Otherwise, you're toast.

If all else fails, attach Fighting Energy to Hitmo' and serve up an old-school style beating. ➡



Be on the lookout for Lass, which can be murder on Trainer-intensive decks.

Killer Decks

Adam's Clefable Deck

By Adam (Souper) Stone

Pokémon (16)

- 4 Clefairy
- 4 Clefable
- 3 Mewtwo (Movie Promo)
- 3 Scyther
- 2 Chansey

Trainers (26)

- 4 Bill
- 4 Energy Removal
- 3 Professor Oak
- 3 Computer Search
- 3 Super Energy Removal
- 3 Lass
- 3 Gust of Wind
- 3 PlusPower

Energy (18)

- 12 Psychic Energy
- 3 Full Heal Energy
- 3 Double Colorless Energy

I chose my Clefable deck for my Killer Deck report. It has performed well for me so far, and it's pretty easy to use.

Clefairy and Clefable: Clefairy is the main hitter of the deck, and it's a Basic. I like Clefable because of its Energy efficiency. For one Energy, you can use your opponent's strongest attacks, which take your opponent several turns to power up. This lets you power up your Bench quickly and get ahead. Clefable also



resists Energy Removal because of his cheap attack.

Movie Promo Mewtwo:

Like Clefable, Mewtwo is resistant to Energy Removal. He and Clefable also cover each other's weaknesses well.

Scyther: He helps cover Clefable's weakness, too. He's also a great starter and an all-around good card.

Chansey: He can stall if necessary. Plus, he's great at picking up the last couple Prizes and KO'ing the troublesome Wigglytuff.

Bill, Oak, and Computer Search: Card-drawing power.



For only one Energy, Clefable can copy your opponent's strongest attacks.

These guys help you get Clefable out on the second turn and get the other cards you need. Essential in any deck.

Energy Removal and Super

Energy Removal: These cards are for disruption, allowing you to get even farther ahead of your opponent. Removing an Energy is like setting him back a turn.

Lass: This card is for Trainer disruption. By using it in the early game, you get rid of your opponent's important Trainers, such as Professor Oak and Computer Search. This can put a lock on the rest of the game, forcing both players to rely on their Pokémon instead of their Trainers. This is bad news for your opponent if you're already established and he's still trying to catch up.

Gust of Wind: Your opponent can slow down Clefable by making a weak Pokémon his or her Active, since Clefable copies its attacks. Gust solves this problem, giving you some easy KO's in the process.

PlusPower: This is good when you're fighting Scyther or other big Basic Pokémon, and you only need 10 more damage for the KO.

Overall, the deck is pretty good and fun to play. Hope ya like it! 🍷



Like Clefable, Mewtwo is virtually immune to Energy Removal.

 **BONUS!** Map To Collect all 50 U.S. State Quarters

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**On Newsstands
October 3rd!**

ThePoké Scene

By Hal Hintze

Holding Pattern Keeps Prices up in the Air


The maturing of the Pokémon market and lack of new releases — we were waiting for the August 14 release of the (U.S.) Gym Heroes — left us with a month in which, to be honest, not a whole lot happened.

Don't be too concerned, however; collecting of any sort tends to be cyclical, and the timing of new releases has been set up so that we'll see a marked upturn throughout the coming months.

As expected, single cards from the most recent U.S. release (Team Rocket) continued their mild settling. Most of the collectors who wanted to complete their Team Rocket sets right away have now done so, and those who were willing to wait are

now able to pick and choose among the offerings. The result: a small downward shift in Team Rocket prices.

We expect the same process to occur with Japanese Neo singles throughout the rest of 2000. But don't panic — it's a natural part of almost every expansion-set release. Later on, certain cards may prove exceptionally strong in the context of other releases, and that's when gamers — as opposed to collectors — provide the final shape to a set's pricing.

On the upside, continued demand for singles from the original U.S. Base Set keeps many of these singles — especially the key cards — as solid as ever. Promo-card collecting also remains strong. 

Top 10 Cards COLLECTORS

1. BERRY PUNCH (JAPANESE PROMO)
2. LACER STAMPEL (JAPANESE PROMO)
3. TET FORTIN CHRONOS (U.S. BASE SET)
4. GRAND PARTY (JAPANESE PROMO)
5. MINDFUL MILE (U.S. BASE SET)
6. JOURNEY (JAPANESE PROMO)
7. COOL PORYGON (U.S. BASE SET)
8. WHITE STAR PUNCH (JAPANESE PROMO)
9. TWO EDITION EXHIBIT (U.S. BASE SET)
10. MOVIE 2000 PROMO (U.S. & JAPANESE)



PoJo's Price Leaders (U.S. Base 1/1st Edition)



Charizard \$230
Blastoise \$85
Venusaur \$45

Zapdos \$40
Chansey \$40

PoJo's Price Leaders (U.S. Jungle/1st Edition)



Scyther \$18
Flareon \$17
Jolteon \$17

Mk. Mew \$17
Wigglytuff \$17

PoJo's Price Leaders (U.S. Fossil/1st Edition)



Aerodactyl \$19
Articuno \$18
Dragonite \$18

Gengar \$17
Moltres \$17
Raichu \$17

PoJo's Price Leaders (U.S. Team Rocket/1st Edition)



Dark Raichu \$30
Dark Charizard \$32

Here Comes Team Rocket \$20
Dark Blastoise \$18

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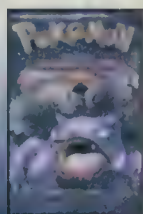
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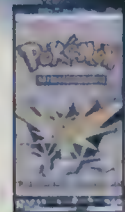
Premiere Unl.



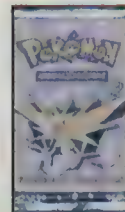
Single Lmt.



Double Unl.



Fossil Lmt.



Fossil Unl.



Premiere



Single



Fossil



Team Rocket



Double Trainer



Darkness

Pokemon American

Pokemon Japanese

PoJo's Price Guide



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Other Cards & Toys



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Other Cards & Toys

U.S.

Japanese

Other



U.S. Cards



First Edition cards are specially marked with the "Edition 1" stamp to signify their limited print-run status. These cards were only available in mass retail for a short time and current prices reflect this limited production.

"Unlimited" cards do not have the "Edition 1" stamp and remain in production.

PoJo's Unofficial Pokémon does NOT sell cards — the price guide is compiled for clarification of relative values and what you might expect to pay at game stores or collectible dealers for these cards.

No special pricing is given for unique "error" cards (such as yellow-cheek Pikachu or no-damage Ninetales) because of limited pricing data available and the large quantity of misprints in these sets.

Type: C=Colorless, F=Fighting, R=Fire, G=Grass, L=Lightning, P=Psychic, W=Water, T=Trainer, E=Energy

Rarity: H=Holographic (Foil), R=Rare (non-Foil), U=Uncommon, C=Common, N=Nondesignated (basic energy)



Base Set 1

(1st/UL Edition)

Approximate date

initially released:

Starter Decks...Dec. 1998

Theme Decks...Jan. 1999

Booster Packs...Jan. 1999

(Edition 1/Limited Print Run)

Booster Packs...Feb. 1999

(Unlimited Print Run)

102 total cards:

16 Foil (ultra-rare "holographic")

16 Rare (non-"holographic")

32 Uncommon

32 Common

6 Basic Energy (no rarity)

Edition-1 Unlimited

Complete 102-card set \$900.00 \$130.00



Clefairy

A master card Very useful Average
Limited mass Keep in the shadows

Card Name Card# Rarity Type Level Character# Edition-1 Unlimited Rating

Alakazam	1/102	(H)	(P)	Lv42	#065	\$40.00	\$12.00	●●●●●
Blastoise	2/102	(H)	(W)	Lv52	#009	\$55.00	\$17.00	●●●●●
Chansey	3/102	(H)	(C)	Lv55	#113	\$40.00	\$14.00	●●●●●
Charizard	4/102	(H)	(R)	Lv76	#006	\$230.00	\$36.00	●●●●●
Clefairy	5/102	(H)	(C)	Lv14	#035	\$32.00	\$10.00	●●●●●
Gyarados	6/102	(H)	(W)	Lv41	#130	\$33.00	\$10.00	●●●●●
Hitmonchan	7/102	(H)	(F)	Lv33	#107	\$32.00	\$11.00	●●●●●
Machop	8/102	(H)	(F)	Lv67	#068	\$9.00	-----	●●●●●
Magneton	9/102	(H)	(L)	Lv28	#082	\$28.00	\$10.00	●●●●●
Mewtwo	10/102	(H)	(P)	Lv53	#150	\$33.00	\$10.00	●●●●●
Nidoking	11/102	(H)	(G)	Lv48	#034	\$32.00	\$12.00	●●●●●
Ninetales	12/102	(H)	(R)	Lv32	#038	\$30.00	\$10.00	●●●●●
Poliwrath	13/102	(H)	(W)	Lv48	#062	\$32.00	\$11.00	●●●●●
Raichu	14/102	(H)	(L)	Lv40	#026	\$35.00	\$12.00	●●●●●
Venusaur	15/102	(H)	(G)	Lv67	#003	\$45.00	\$15.00	●●●●●
Zapdos	16/102	(H)	(L)	Lv64	#145	\$40.00	\$12.00	●●●●●
Beedrill	17/102	(R)	(G)	Lv32	#015	\$13.00	\$4.00	●●●●●
Dragonair	18/102	(R)	(C)	Lv33	#148	\$14.00	\$4.00	●●●●●
Dugtrio	19/102	(R)	(F)	Lv36	#051	\$12.00	\$3.50	●●●●●
Electabuzz	20/102	(R)	(L)	Lv35	#125	\$15.00	\$4.00	●●●●●
Electrode	21/102	(R)	(L)	Lv40	#101	\$12.00	\$4.00	●●●●●
Pidgeotto	22/102	(R)	(C)	Lv36	#017	\$12.00	\$4.00	●●●●●
Arcanine	23/102	(U)	(R)	Lv45	#059	\$5.00	\$0.75	●●●●●
Charmeleon	24/102	(U)	(R)	Lv32	#005	\$6.00	\$1.00	●●●●●
Dewgong	25/102	(U)	(W)	Lv42	#087	\$4.00	\$0.50	●●●●●
Dratini	26/102	(U)	(C)	Lv10	#147	\$3.00	\$0.50	●●●●●
Farfetch'd	27/102	(U)	(C)	Lv20	#083	\$3.00	\$0.50	●●●●●
Growlthe	28/102	(U)	(R)	Lv18	#058	\$4.00	\$0.50	●●●●●
Haunter	29/102	(U)	(P)	Lv22	#093	\$4.00	\$0.50	●●●●●
Ivysaur	30/102	(U)	(G)	Lv20	#002	\$4.00	\$0.50	●●●●●
Jynx	31/102	(U)	(P)	Lv23	#124	\$4.00	\$0.50	●●●●●
Kadabra	32/102	(U)	(P)	Lv38	#064	\$4.00	\$0.50	●●●●●
Kakuna	33/102	(U)	(G)	Lv23	#014	\$5.00	\$1.00	●●●●●
Machoke	34/102	(U)	(F)	Lv40	#067	\$3.00	\$0.50	●●●●●
Magikarp	35/102	(U)	(W)	Lv08	#129	\$3.00	\$0.50	●●●●●
Magmar	36/102	(U)	(R)	Lv24	#126	\$5.00	\$0.50	●●●●●
Nidorino	37/102	(U)	(G)	Lv25	#033	\$3.00	\$0.50	●●●●●
Poliwhirl	38/102	(U)	(W)	Lv28	#061	\$3.00	\$0.50	●●●●●
Porygon	39/102	(U)	(C)	Lv12	#137	\$3.00	\$0.50	●●●●●
Raticate	40/102	(U)	(C)	Lv41	#020	\$4.00	\$0.50	●●●●●
Seel	41/102	(U)	(W)	Lv12	#086	\$3.00	\$0.50	●●●●●
Wartortle	42/102	(U)	(W)	Lv22	#008	\$5.00	\$0.50	●●●●●
Abra	43/102	(C)	(P)	Lv10	#063	\$1.00	\$0.25	●●●●●
Bulbasaur	44/102	(C)	(G)	Lv13	#001	\$2.00	\$0.50	●●●●●

Pojo's Price Guide

Base Set 1
Continued

Ninetales



Arcanine



Nidorino

A master card Very useful Average
Limited uses Keep in the shoebox

Card Name	Card#	Rarity	Type	Level	Character#	Edition-1	Unlimited	Rating
□ Caterpie	45/102	(C)	(G)	Lv13	#010	\$2.00	\$0.25	☆☆
□ Charmander	46/102	(C)	(R)	Lv10	#004	\$2.50	\$0.50	☆☆
□ Diglett	47/102	(C)	(F)	Lv08	#050	\$1.00	\$0.25	☆☆
□ Doduo	48/102	(C)	(C)	Lv10	#084	\$1.50	\$0.25	☆☆☆
□ Drowzee	49/102	(C)	(P)	Lv12	#096	\$1.00	\$0.25	☆☆
□ Gastly	50/102	(C)	(P)	Lv08	#092	\$1.50	\$0.25	☆☆
□ Koffing	51/102	(C)	(G)	Lv13	#109	\$1.50	\$0.25	☆☆
□ Machop	52/102	(C)	(F)	Lv20	#066	\$1.50	\$0.25	☆☆☆
□ Magnemite	53/102	(C)	(L)	Lv13	#081	\$1.00	\$0.25	☆☆
□ Metapod	54/102	(C)	(G)	Lv21	#011	\$2.00	\$0.25	☆☆
□ Nidoran (M)	55/102	(C)	(G)	Lv20	#032	\$1.50	\$0.25	☆☆
□ Onix	56/102	(C)	(F)	Lv12	#095	\$1.00	\$0.25	☆☆
□ Pidgey	57/102	(C)	(C)	Lv08	#016	\$1.00	\$0.25	☆☆
□ Pikachu	58/102	(C)	(L)	Lv12	#025	\$5.00	\$0.75	☆☆
□ Poliwhag	59/102	(C)	(W)	Lv13	#060	\$1.00	\$0.25	☆☆
□ Ponyta	60/102	(C)	(R)	Lv10	#077	\$1.50	\$0.25	☆☆
□ Rattata	61/102	(C)	(C)	Lv09	#019	\$1.00	\$0.25	☆☆
□ Sandshrew	62/102	(C)	(F)	Lv12	#027	\$1.00	\$0.25	☆☆
□ Squirtle	63/102	(C)	(W)	Lv08	#007	\$2.00	\$0.25	☆☆
□ Starmie	64/102	(C)	(W)	Lv28	#121	\$1.00	\$0.25	☆☆
□ Staryu	65/102	(C)	(W)	Lv15	#120	\$1.00	\$0.25	☆☆☆
□ Tangela	66/102	(C)	(G)	Lv08	#114	\$1.00	\$0.25	☆☆
□ Voltorb	67/102	(C)	(L)	Lv10	#100	\$1.50	\$0.25	☆☆
□ Vulpix	68/102	(C)	(R)	Lv11	#037	\$1.50	\$0.25	☆☆
□ Weedle	69/102	(C)	(G)	Lv12	#013	\$1.00	\$0.25	☆☆
□ Clefairy Doll	70/102	(R)	(T)	----	Trainer Card	\$8.00	\$2.00	☆☆
□ Computer Search	71/102	(R)	(T)	----	Trainer Card	\$9.00	\$4.00	☆☆☆☆
□ Devolution Spray	72/102	(R)	(T)	----	Trainer Card	\$7.00	\$2.00	☆☆
□ Impostor Prof Oak	73/102	(R)	(T)	----	Trainer Card	\$9.00	\$3.00	☆☆
□ Item Finder	74/102	(R)	(T)	----	Trainer Card	\$9.00	\$3.00	☆☆☆☆
□ Lass	75/102	(R)	(T)	----	Trainer Card	\$10.00	\$3.00	☆☆☆☆
□ Pokémon Breeder	76/102	(R)	(T)	----	Trainer Card	\$9.00	\$2.00	☆☆
□ Pokémon Trader	77/102	(R)	(T)	----	Trainer Card	\$9.00	\$3.00	☆☆☆☆
□ Scoop Up	78/102	(R)	(T)	----	Trainer Card	\$8.00	\$3.00	☆☆☆☆
□ Super Energy Rem	79/102	(R)	(T)	----	Trainer Card	\$11.00	\$5.00	☆☆☆☆
□ Defender	80/102	(U)	(T)	----	Trainer Card	\$2.50	\$0.50	☆☆
□ Energy Retrieval	81/102	(U)	(T)	----	Trainer Card	\$3.00	\$0.50	☆☆☆☆
□ Full Heal	82/102	(U)	(T)	----	Trainer Card	\$2.50	\$0.50	☆☆
□ Maintenance	83/102	(U)	(T)	----	Trainer Card	\$3.00	\$0.50	☆☆
□ PlusPower	84/102	(U)	(T)	----	Trainer Card	\$3.50	\$0.75	☆☆☆☆
□ Pokémon Center	85/102	(U)	(T)	----	Trainer Card	\$3.00	\$0.50	☆☆☆☆
□ Pokémon Flute	86/102	(U)	(T)	----	Trainer Card	\$3.00	\$0.50	☆☆
□ Pokédex	87/102	(U)	(T)	----	Trainer Card	\$3.00	\$0.50	☆☆
□ Professor Oak	88/102	(U)	(T)	----	Trainer Card	\$4.00	\$0.50	☆☆☆☆
□ Revive	89/102	(U)	(T)	----	Trainer Card	\$3.00	\$0.50	☆☆
□ Super Potion	90/102	(U)	(T)	----	Trainer Card	\$3.50	\$0.50	☆☆
□ Bill	91/102	(C)	(T)	----	Trainer Card	\$1.50	\$0.50	☆☆☆☆
□ Energy Removal	92/102	(C)	(T)	----	Trainer Card	\$1.50	\$0.25	☆☆☆☆
□ Gust of Wind	93/102	(C)	(T)	----	Trainer Card	\$1.50	\$0.25	☆☆☆☆
□ Potion	94/102	(C)	(T)	----	Trainer Card	\$1.00	\$0.25	☆☆
□ Switch	95/102	(C)	(T)	----	Trainer Card	\$1.00	\$0.25	☆☆
□ Double Colorless	96/102	(U)	(E)	----	Energy Card	\$3.50	\$1.25	☆☆☆☆
□ Fighting Energy	97/102	()	(E)	----	Energy Card	\$1.00	\$0.25	☆☆☆☆
□ Fire Energy	98/102	()	(E)	----	Energy Card	\$1.00	\$0.25	☆☆☆☆
□ Grass Energy	99/102	()	(E)	----	Energy Card	\$1.00	\$0.25	☆☆☆☆
□ Lightning Energy	100/102	()	(E)	----	Energy Card	\$1.00	\$0.25	☆☆☆☆
□ Psychic Energy	101/102	()	(E)	----	Energy Card	\$1.00	\$0.25	☆☆☆☆
□ Water Energy	102/102	()	(E)	----	Energy Card	\$1.00	\$0.25	☆☆☆☆



Jungle Expansion (1st/VUL Edition)

Approximate date
initially released:

Theme Decks...June 1999

Booster Packs...June 1999
(Edition 1/Limited Print Run)

Booster Packs...June 1999
(Unlimited Print Run)

64 total cards:

16 Foil (ultra-rare "holographic")

16 Rare (non-"holographic")

16 Uncommon

16 Common

6 Basic Energy (no rarity)

Edition-1 Unlimited

Complete 64-card set \$230.00 \$90.00



Card Name	Card#	Rarity	Type	Level	Character#	Edition-1	Unlimited	Rating
Clefable	1/64	(H)	(C)	Lv34	#036	\$16.00	\$10.00	☆☆☆☆
Electrode	2/64	(H)	(L)	Lv42	#101	\$15.00	\$10.00	☆☆
Flareon	3/64	(H)	(R)	Lv28	#136	\$17.00	\$10.00	☆☆☆☆
Jolteon	4/64	(H)	(L)	Lv29	#135	\$17.00	\$11.00	☆☆☆☆
Kangaskhan	5/64	(H)	(C)	Lv40	#115	\$15.00	\$10.00	☆☆☆☆
Mr. Mime	6/64	(H)	(P)	Lv28	#122	\$17.00	\$10.00	☆☆☆☆
Nidoqueen	7/64	(H)	(G)	Lv43	#031	\$15.00	\$9.00	☆☆
Pidgeot	8/64	(H)	(C)	Lv40	#018	\$15.00	\$8.00	☆☆
Pinsir	9/64	(H)	(G)	Lv24	#127	\$14.00	\$8.00	☆☆☆☆
Scyther	10/64	(H)	(G)	Lv25	#123	\$18.00	\$11.00	☆☆☆☆
Snorlax	11/64	(H)	(C)	Lv20	#143	\$15.00	\$9.00	☆☆
Vaporeon	12/64	(H)	(W)	Lv42	#134	\$16.00	\$8.00	☆☆
Venomoth	13/64	(H)	(G)	Lv28	#049	\$15.00	\$9.00	☆☆
Victreebel	14/64	(H)	(G)	Lv42	#071	\$15.00	\$9.00	☆☆
Vileplume	15/64	(H)	(G)	Lv35	#045	\$15.00	\$8.00	☆☆
Wigglytuff	16/64	(H)	(C)	Lv36	#040	\$17.00	\$10.00	☆☆☆☆
Clefable	17/64	(R)	(C)	Lv34	#036	\$7.00	\$3.00	☆☆☆☆
Electrode	18/64	(R)	(L)	Lv42	#101	\$7.00	\$4.00	☆☆
Flareon	19/64	(R)	(R)	Lv28	#136	\$8.00	\$4.00	☆☆
Jolteon	20/64	(R)	(L)	Lv29	#135	\$8.00	\$4.00	☆☆
Kangaskhan	21/64	(R)	(C)	Lv40	#115	\$7.00	\$3.00	☆☆
Mr. Mime	22/64	(R)	(P)	Lv28	#122	\$8.00	\$4.00	☆☆☆☆
Nidoqueen	23/64	(R)	(G)	Lv43	#031	\$7.00	\$3.00	☆☆
Pidgeot	24/64	(R)	(C)	Lv40	#018	\$7.00	\$3.00	☆☆
Pinsir	25/64	(R)	(G)	Lv24	#127	\$6.00	\$3.00	☆☆☆☆
Scyther	26/64	(R)	(G)	Lv25	#123	\$9.00	\$4.00	☆☆☆☆
Snorlax	27/64	(R)	(C)	Lv20	#143	\$6.00	\$3.00	☆☆
Vaporeon	28/64	(R)	(W)	Lv42	#134	\$7.00	\$4.00	☆☆
Venomoth	29/64	(R)	(G)	Lv28	#049	\$6.00	\$3.00	☆☆
Victreebel	30/64	(R)	(G)	Lv42	#071	\$7.00	\$3.00	☆☆
Vileplume	31/64	(R)	(G)	Lv35	#045	\$7.00	\$3.00	☆☆
Wigglytuff	32/64	(R)	(C)	Lv36	#040	\$7.00	\$4.00	☆☆☆☆
Butterfree	33/64	(U)	(G)	Lv28	#012	\$1.50	\$0.50	☆☆
Dodrio	34/64	(U)	(C)	Lv28	#085	\$1.50	\$0.50	☆☆
Exeggutor	35/64	(U)	(G)	Lv35	#103	\$1.50	\$0.50	☆☆
Fearow	36/64	(U)	(C)	Lv27	#022	\$1.00	\$0.50	☆☆
Gloom	37/64	(U)	(G)	Lv22	#044	\$1.50	\$0.50	☆☆
Lickitung	38/64	(U)	(C)	Lv26	#108	\$1.50	\$0.50	☆☆
Marowak	39/64	(U)	(F)	Lv26	#105	\$1.00	\$0.50	☆☆
Nidorina	40/64	(U)	(G)	Lv24	#030	\$1.50	\$0.50	☆☆
Parasect	41/64	(U)	(G)	Lv28	#047	\$1.50	\$0.50	☆☆
Persian	42/64	(U)	(C)	Lv25	#053	\$1.50	\$0.50	☆☆
Primeape	43/64	(U)	(F)	Lv35	#057	\$1.00	\$0.50	☆☆
Rapidash	44/64	(U)	(R)	Lv33	#078	\$1.50	\$0.50	☆☆
Rhydon	45/64	(U)	(F)	Lv48	#112	\$1.00	\$0.50	☆☆
Seaking	46/64	(U)	(W)	Lv28	#119	\$1.00	\$0.50	☆☆
Tauros	47/64	(U)	(C)	Lv32	#128	\$1.00	\$0.50	☆☆
Weepinbell	48/64	(U)	(G)	Lv28	#070	\$1.00	\$0.50	☆☆
Bellsprout	49/64	(C)	(G)	Lv11	#069	\$0.50	\$0.25	☆☆
Cubone	50/64	(C)	(F)	Lv13	#104	\$0.50	\$0.25	☆☆
Eevee	51/64	(C)	(C)	Lv12	#133	\$0.50	\$0.25	☆☆
Exeggcute	52/64	(C)	(G)	Lv14	#102	\$0.50	\$0.25	☆☆
Goldeen	53/64	(C)	(W)	Lv12	#118	\$0.50	\$0.25	☆☆
Jigglypuff	54/64	(C)	(C)	Lv14	#039	\$0.50	\$0.25	☆☆
Mankey	55/64	(C)	(F)	Lv07	#056	\$0.50	\$0.25	☆☆
Meowth	56/64	(C)	(C)	Lv15	#052	\$0.50	\$0.25	☆☆
Nidoran (F)	57/64	(C)	(G)	Lv13	#029	\$0.50	\$0.25	☆☆
Oddish	58/64	(C)	(G)	Lv08	#043	\$0.50	\$0.25	☆☆

PoJo's Price Guide



Jungle Expansion Continued



Fossil Expansion

(1st/UL Edition)

Approximate date
initially released:
Theme Decks...Oct. 1999

Booster Packs...Oct. 1999
(Unlimited Print Run)

Booster Packs...Oct. 1999
(Edition 1 - Limited Print Run)

62 total cards:

15 Foil (ultra-rare "holographic")

15 Rare (non-"holographic")

16 Uncommon

16 Common

Complete 62-card set: **Edition-1 Unlimited**
\$240.00 \$115.00



Aerodactyl



Hitmonlee

A master card Very useful Average

Limited uses Keep in the shoebox

Card Name	Card#	Rarity	Type	Level	Character#	Edition-1	Unlimited	Rating
Paras	59/64	(C)	(G)	Lv08	#046	\$0.50	\$0.25	☆☆
Pikachu	60/64	(C)	(L)	Lv14	#025	\$0.75	\$0.25	☆☆☆
Rhyhorn	61/64	(C)	(F)	Lv18	#111	\$0.50	\$0.25	☆☆
Spearow	62/64	(C)	(C)	Lv13	#021	\$0.50	\$0.25	☆☆
Venonat	63/64	(C)	(G)	Lv12	#048	\$0.50	\$0.25	☆☆
Poké Ball	64/64	(C)	(T)	-----	Trainer Card	\$0.50	\$0.25	☆☆

Aerodactyl	1/62	(H)	(F)	Lv28	#142	\$19.00	\$12.00	☆☆☆☆
Articuno	2/62	(H)	(W)	Lv35	#144	\$18.00	\$11.00	☆☆☆☆
Ditto	3/62	(H)	(C)	Lv20	#132	\$16.00	\$10.00	☆☆☆☆
Dragonite	4/62	(H)	(C)	Lv45	#149	\$18.00	\$12.00	☆☆☆☆
Gengar	5/62	(H)	(P)	Lv38	#094	\$17.00	\$12.00	☆☆☆☆
Haunter	6/62	(H)	(P)	Lv17	#093	\$15.00	\$10.00	☆☆☆☆
Hitmonlee	7/62	(H)	(F)	Lv30	#106	\$15.00	\$10.00	☆☆☆☆
Hypno	8/62	(H)	(P)	Lv36	#097	\$14.00	\$8.00	☆☆☆
Kabutops	9/62	(H)	(F)	Lv30	#141	\$16.00	\$10.00	☆☆☆
Lapras	10/62	(H)	(W)	Lv31	#131	\$15.00	\$9.00	☆☆☆☆
Magnetron	11/62	(H)	(L)	Lv35	#082	\$14.00	\$7.00	☆☆☆
Moltres	12/62	(H)	(R)	Lv35	#146	\$17.00	\$11.00	☆☆☆☆
Muk	13/62	(H)	(G)	Lv34	#089	\$14.00	\$7.00	☆☆☆☆
Raichu	14/62	(H)	(L)	Lv45	#026	\$17.00	\$11.00	☆☆☆
Zapdos	15/62	(H)	(L)	Lv40	#145	\$16.00	\$10.00	☆☆☆
Aerodactyl	16/62	(R)	(F)	Lv28	#142	\$8.00	\$4.00	☆☆☆☆
Articuno	17/62	(R)	(W)	Lv35	#144	\$7.00	\$5.00	☆☆☆☆
Ditto	18/62	(R)	(C)	Lv20	#132	\$9.00	\$5.00	☆☆☆☆
Dragonite	19/62	(R)	(C)	Lv45	#149	\$8.00	\$4.00	☆☆☆☆
Gengar	20/62	(R)	(P)	Lv38	#094	\$7.00	\$4.00	☆☆☆☆
Haunter	21/62	(R)	(P)	Lv17	#093	\$7.00	\$4.00	☆☆☆☆
Hitmonlee	22/62	(R)	(F)	Lv30	#106	\$8.00	\$4.00	☆☆☆☆
Hypno	23/62	(R)	(P)	Lv36	#097	\$6.00	\$3.00	☆☆☆
Kabutops	24/62	(R)	(F)	Lv30	#141	\$8.00	\$4.00	☆☆☆
Lapras	25/62	(R)	(W)	Lv31	#131	\$6.00	\$3.00	☆☆☆☆
Magnetron	26/62	(R)	(L)	Lv35	#082	\$7.00	\$4.00	☆☆☆
Moltres	27/62	(R)	(R)	Lv35	#146	\$8.00	\$4.00	☆☆☆☆
Muk	28/62	(R)	(G)	Lv34	#089	\$6.00	\$3.00	☆☆☆☆
Raichu	29/62	(R)	(L)	Lv45	#026	\$9.00	\$5.00	☆☆☆
Zapdos	30/62	(R)	(L)	Lv40	#145	\$8.00	\$4.00	☆☆☆☆
Arbok	31/62	(U)	(G)	Lv27	#024	\$1.50	\$0.50	☆☆
Cloyster	32/62	(U)	(W)	Lv25	#091	\$1.00	\$0.50	☆☆
Gastly	33/62	(U)	(P)	Lv17	#092	\$1.00	\$0.50	☆☆
Golbat	34/62	(U)	(G)	Lv29	#042	\$1.00	\$0.50	☆☆☆☆
Golduck	35/62	(U)	(W)	Lv27	#055	\$1.00	\$0.50	☆☆☆☆
Golem	36/62	(U)	(F)	Lv36	#076	\$1.50	\$0.50	☆☆
Graveler	37/62	(U)	(F)	Lv29	#075	\$1.00	\$0.50	☆☆
Kingler	38/62	(U)	(W)	Lv27	#099	\$1.00	\$0.50	☆☆
Magmar	39/62	(U)	(R)	Lv31	#126	\$1.00	\$0.50	☆☆☆☆
Omastar	40/62	(U)	(W)	Lv32	#139	\$1.00	\$0.50	☆☆
Sandslash	41/62	(U)	(F)	Lv33	#028	\$1.00	\$0.50	☆☆
Seadra	42/62	(U)	(W)	Lv23	#117	\$1.00	\$0.50	☆☆
Slowbro	43/62	(U)	(P)	Lv26	#080	\$1.00	\$0.50	☆☆
Tentacruel	44/62	(U)	(W)	Lv21	#073	\$1.00	\$0.50	☆☆
Weezing	45/62	(U)	(G)	Lv27	#110	\$1.00	\$0.50	☆☆
Ekans	46/62	(C)	(G)	Lv10	#023	\$0.50	\$0.25	☆☆
Geodude	47/62	(C)	(F)	Lv16	#074	\$0.50	\$0.25	☆☆
Grimer	48/62	(C)	(G)	Lv17	#088	\$0.50	\$0.25	☆☆
Horsea	49/62	(C)	(W)	Lv19	#116	\$0.50	\$0.25	☆☆
Kabuto	50/62	(C)	(F)	Lv09	#140	\$0.50	\$0.25	☆☆
Krabby	51/62	(C)	(W)	Lv20	#098	\$0.50	\$0.25	☆☆
Ormanyte	52/62	(C)	(W)	Lv19	#138	\$0.50	\$0.25	☆☆



Fossil Expansion Continued

Card Name	Card#	Rarity	Type	Level	Character	Edition-1	Unlimited	Rating
↓ Psyduck	53/62	(C)	(W)	Lv15	#054	\$0.50	\$0.25	☆☆☆
↓ Shellder	54/62	(C)	(W)	Lv08	#090	\$0.50	\$0.25	☆☆☆
↓ Slowpoke	55/62	(C)	(P)	Lv18	#079	\$0.50	\$0.25	☆☆☆
↓ Tentacool	56/62	(C)	(W)	Lv10	#072	\$0.50	\$0.25	☆☆☆
↓ Zubat	57/62	(C)	(G)	Lv10	#041	\$0.50	\$0.25	☆☆☆
↓ Mr. Fuji	58/62	(U)	(T)	----	Trainer Card	\$1.25	\$0.50	☆☆☆
↓ Energy Search	59/62	(C)	(T)	----	Trainer Card	\$0.50	\$0.25	☆☆☆
↓ Gambler	60/62	(C)	(T)	----	Trainer Card	\$0.50	\$0.25	☆☆☆
↓ Recycle	61/62	(C)	(T)	----	Trainer Card	\$0.50	\$0.25	☆☆☆
↓ Myst. Fossil	62/62	(C)	(T)	----	Trainer Card	\$0.50	\$0.25	☆☆☆



Base Set 2

Approximate date

Initially released:

Theme Decks...Feb. 2000

Booster Packs...Feb. 2000

(Unlimited Print Run)

Booster Packs...Feb. 2000

(Edition 1 - Limited Print Run)

130 total cards:

20 Foil (ultra-rare "holographic")

15 Rare (non-"holographic")

16 Uncommon

16 Common

Complete 130-card set \$125.00



Blastoise

↓ Alakazam	1/130	(H)	(P)	Lv42	#065	----	\$10.00	☆☆☆☆
↓ Blastoise	2/130	(H)	(W)	Lv52	#009	----	\$14.00	☆☆☆☆
↓ Chansey	3/130	(H)	(C)	Lv55	#113	----	\$8.00	☆☆☆☆
↓ Charizard	4/130	(H)	(R)	Lv76	#006	----	\$32.00	☆☆☆☆
↓ Clefable	5/130	(H)	(C)	Lv34	#036	----	\$9.00	☆☆☆☆
↓ Clefairy	6/130	(H)	(C)	Lv14	#035	----	\$8.00	☆☆☆☆
↓ Gyarados	7/130	(H)	(W)	Lv41	#130	----	\$10.00	☆☆☆☆
↓ Hitmonchan	8/130	(H)	(F)	Lv33	#107	----	\$9.00	☆☆☆☆
↓ Magnetron	9/130	(H)	(L)	Lv28	#082	----	\$8.00	☆☆☆☆
↓ Mewtwo	10/130	(H)	(P)	Lv53	#150	----	\$11.00	☆☆☆☆
↓ Nidoking	11/130	(H)	(G)	Lv48	#034	----	\$9.00	☆☆☆☆
↓ Nidoqueen	12/130	(H)	(G)	Lv43	#031	----	\$9.00	☆☆☆☆
↓ Ninetales	13/130	(H)	(F)	Lv32	#038	----	\$8.00	☆☆☆☆
↓ Pidgeot	14/130	(H)	(C)	Lv40	#018	----	\$10.00	☆☆☆☆
↓ Poliwrath	15/130	(H)	(W)	Lv48	#062	----	\$8.00	☆☆☆☆
↓ Raichu	16/130	(H)	(L)	Lv40	#026	----	\$10.00	☆☆☆☆
↓ Scyther	17/130	(H)	(G)	Lv25	#123	----	\$10.00	☆☆☆☆
↓ Venusaur	18/130	(H)	(G)	Lv67	#003	----	\$12.00	☆☆☆☆
↓ Wigglytuff	19/130	(H)	(C)	Lv36	#040	----	\$9.00	☆☆☆☆
□ Zapdos	20/130	(H)	(L)	Lv64	#145	----	\$10.00	☆☆☆☆
↓ Beedrill	21/130	(R)	(G)	Lv32	#015	----	\$3.50	☆☆☆☆
□ Dragonair	22/130	(R)	(C)	Lv33	#148	----	\$4.00	☆☆☆☆
↓ Dugtrio	23/130	(R)	(F)	Lv36	#051	----	\$3.50	☆☆☆☆
↓ Electabuzz	24/130	(R)	(L)	Lv35	#125	----	\$4.00	☆☆☆☆
↓ Electrode	25/130	(R)	(L)	Lv40	#101	----	\$3.00	☆☆☆☆
↓ Kangaskhan	26/130	(R)	(C)	Lv40	#115	----	\$4.00	☆☆☆☆
↓ Mr. Mime	27/130	(R)	(P)	Lv28	#122	----	\$4.00	☆☆☆☆
↓ Pidgeotto	28/130	(R)	(C)	Lv36	#017	----	\$3.50	☆☆☆☆
↓ Pinsir	29/130	(R)	(G)	Lv24	#127	----	\$3.50	☆☆☆☆
□ Snorlax	30/130	(R)	(C)	Lv20	#143	----	\$3.50	☆☆☆☆
↓ Venomoth	31/130	(R)	(G)	Lv28	#049	----	\$3.50	☆☆☆☆
↓ Victreebel	32/130	(R)	(G)	Lv42	#071	----	\$3.00	☆☆☆☆
↓ Arcanine	33/130	(U)	(R)	Lv45	#059	----	\$0.75	☆☆☆☆
↓ Butterfree	34/130	(U)	(G)	Lv28	#012	----	\$0.50	☆☆☆☆
↓ Charmeleon	35/130	(U)	(R)	Lv32	#005	----	\$1.00	☆☆☆☆
↓ Dewgong	36/130	(U)	(W)	Lv42	#087	----	\$0.50	☆☆☆☆
□ Dodrio	37/130	(U)	(C)	Lv28	#085	----	\$0.50	☆☆☆☆
□ Dratini	38/130	(U)	(C)	Lv10	#147	----	\$0.50	☆☆☆☆
↓ Exeggutor	39/130	(U)	(G)	Lv35	#103	----	\$0.50	☆☆☆☆
↓ Farfetch'd	40/130	(U)	(C)	Lv20	#083	----	\$0.50	☆☆☆☆
↓ Fearow	41/130	(U)	(C)	Lv27	#022	----	\$0.50	☆☆☆☆
↓ Growlithe	42/130	(U)	(R)	Lv18	#058	----	\$0.50	☆☆☆☆
↓ Haunter	43/130	(U)	(P)	Lv22	#093	----	\$0.50	☆☆☆☆
↓ Ivysaur	44/130	(U)	(G)	Lv20	#002	----	\$0.50	☆☆☆☆
↓ Jynx	45/130	(U)	(P)	Lv23	#124	----	\$0.50	☆☆☆☆
↓ Kadabra	46/130	(U)	(P)	Lv38	#064	----	\$0.50	☆☆☆☆
↓ Kakuna	47/130	(U)	(G)	Lv23	#014	----	\$0.50	☆☆☆☆
↓ Lickitung	48/130	(U)	(C)	Lv26	#108	----	\$0.50	☆☆☆☆

Polo's Price Guide



Base Set 2 Continued



Charizard



Scyther

A master card Very useful Average
Limited uses Keep in the shoebox

Card Name	Card#	Rarity	Type	Level	Character#	Unlimited	Rating
□ Machoke	49/130	(U)	(F)	Lv08	#067	\$0.50	33
□ Magikarp	50/130	(U)	(W)	Lv08	#129	\$0.50	3
□ Magmar	51/130	(U)	(R)	Lv24	#126	\$0.75	3333
□ Marowak	52/130	(U)	(F)	Lv26	#105	\$0.50	333
□ Nidorina	53/130	(U)	(G)	Lv24	#030	\$0.50	333
□ Nidorino	54/130	(U)	(G)	Lv25	#033	\$0.50	333
□ Parasect	55/130	(U)	(G)	Lv28	#047	\$0.50	333
□ Persian	56/130	(U)	(C)	Lv25	#053	\$0.50	333
□ Poliwhirl	57/130	(U)	(W)	Lv28	#061	\$0.50	33
□ Raticate	58/130	(U)	(C)	Lv41	#020	\$0.50	33
□ Rhydon	59/130	(U)	(F)	Lv48	#112	\$0.50	3333
□ Seaking	60/130	(U)	(W)	Lv28	#119	\$0.50	33
□ Seel	61/130	(U)	(W)	Lv12	#086	\$0.50	333
□ Tauros	62/130	(U)	(C)	Lv22	#008	\$0.50	333
□ Wartortle	63/130	(U)	(W)	Lv22	#008	\$0.50	333
□ Weepinbell	64/130	(U)	(G)	Lv28	#070	\$0.50	333
□ Abra	65/130	(C)	(P)	Lv10	#063	\$0.25	333
□ Bellsprout	66/130	(C)	(G)	Lv11	#069	\$0.25	33
□ Bulbasaur	67/130	(C)	(G)	Lv13	#001	\$0.50	333
□ Caterpie	68/130	(C)	(G)	Lv13	#010	\$0.25	333
□ Charmander	69/130	(C)	(R)	Lv10	#004	\$0.50	333
□ Cubone	70/130	(C)	(F)	Lv13	#104	\$0.25	33
□ Diglett	71/130	(C)	(F)	Lv08	#050	\$0.25	333
□ Doduo	72/130	(C)	(C)	Lv10	#084	\$0.25	3333
□ Drowzee	73/130	(C)	(P)	Lv12	#096	\$0.25	33
□ Exeggcute	74/130	(C)	(G)	Lv14	#102	\$0.25	33
□ Gastly	75/130	(C)	(P)	Lv08	#092	\$0.25	33
□ Goldeen	76/130	(C)	(W)	Lv12	#118	\$0.25	3
□ Jigglypuff	77/130	(C)	(C)	Lv14	#039	\$0.25	3333
□ Machop	78/130	(C)	(F)	Lv20	#066	\$0.25	3333
□ Magnemite	79/130	(C)	(L)	Lv13	#081	\$0.25	33
□ Meowth	80/130	(C)	(C)	Lv15	#052	\$0.25	33
□ Metapod	81/130	(C)	(G)	Lv21	#011	\$0.25	33
□ Nidoran (F)	82/130	(C)	(G)	Lv13	#029	\$0.25	3333
□ Nidoran (M)	83/130	(C)	(G)	Lv20	#032	\$0.25	33
□ Onix	84/130	(C)	(F)	Lv12	#095	\$0.25	33
□ Paras	85/130	(C)	(G)	Lv08	#046	\$0.25	33
□ Pidgey	86/130	(C)	(C)	Lv08	#016	\$0.25	33
□ Pikachu	87/130	(C)	(L)	Lv12	#025	\$0.50	333
□ Poliwhag	88/130	(C)	(W)	Lv13	#060	\$0.25	33
□ Rattata	89/130	(C)	(C)	Lv09	#019	\$0.25	33
□ Rhyhorn	90/130	(C)	(F)	Lv18	#111	\$0.25	333
□ Sandshrew	91/130	(C)	(F)	Lv12	#027	\$0.25	33
□ Spearow	92/130	(C)	(C)	Lv13	#021	\$0.25	333
□ Squirtle	93/130	(C)	(W)	Lv08	#007	\$0.25	333
□ Starmie	94/130	(C)	(W)	Lv28	#121	\$0.25	33
□ Staryu	95/130	(C)	(W)	Lv15	#120	\$0.25	333
□ Tangela	96/130	(C)	(G)	Lv08	#114	\$0.25	333
□ Venonat	97/130	(C)	(G)	Lv12	#048	\$0.25	333
□ Voltorb	98/130	(C)	(L)	Lv10	#100	\$0.25	33
□ Vulpix	99/130	(C)	(F)	Lv11	#037	\$0.25	333
□ Weedle	100/130	(C)	(G)	Lv12	#013	\$0.25	333
□ Computer Search	101/130	(R)	(T)	----	Trainer Card	\$3.00	33333
□ Impostor Prof Oak	102/130	(R)	(T)	----	Trainer Card	\$2.50	33
□ Item Finder	103/130	(R)	(T)	----	Trainer Card	\$2.50	33333
□ Lass	104/130	(R)	(T)	----	Trainer Card	\$2.50	3333
□ Pokémon Breeder	105/130	(R)	(T)	----	Trainer Card	\$3.00	333
□ Pokémon Trader	106/130	(R)	(T)	----	Trainer Card	\$3.00	3333
□ Scoop Up	107/130	(R)	(T)	----	Trainer Card	\$2.50	3333



Base Set 2 Continued



Venusaur

Card Name	Card#	Rarity	Type	Level	Character#	Unlimited	Rating
Super Energy Rem	108/130	(R)	(T)	-----	Trainer Card	\$3.50	★★★★
Defender	109/130	(U)	(T)	-----	Trainer Card	\$0.50	★
Energy Retrieval	110/130	(U)	(T)	-----	Trainer Card	\$0.50	★★★★
Full Heal	111/130	(U)	(T)	-----	Trainer Card	\$0.50	★★
Maintenance	112/130	(U)	(T)	-----	Trainer Card	\$0.50	★★
PlusPower	113/130	(U)	(T)	-----	Trainer Card	\$0.50	★★★★
Pokémon Center	114/130	(U)	(T)	-----	Trainer Card	\$0.50	★★★★
Pokédex	115/130	(U)	(T)	-----	Trainer Card	\$0.50	★★
Professor Oak	116/130	(U)	(T)	-----	Trainer Card	\$0.50	★★★★
Super Potion	117/130	(U)	(T)	-----	Trainer Card	\$0.50	★★
Bill	118/130	(C)	(T)	-----	Trainer Card	\$0.25	★★★★
Energy Removal	119/130	(C)	(T)	-----	Trainer Card	\$0.25	★★★★
Gust of Wind	120/130	(C)	(T)	-----	Trainer Card	\$0.25	★★★★
Poké Ball	121/130	(C)	(T)	-----	Trainer Card	\$0.25	★★
Potion	122/130	(C)	(T)	-----	Trainer Card	\$0.25	★★
Switch	123/130	(C)	(T)	-----	Trainer Card	\$0.25	★★
Double Colorless	124/130	(U)	(E)	-----	Energy Card	\$1.00	★★★★
Fighting Energy	125/130	-----	(E)	-----	Energy Card	\$0.50	★★★★
Fire Energy	126/130	-----	(E)	-----	Energy Card	\$0.50	★★★★
Grass Energy	127/130	-----	(E)	-----	Energy Card	\$0.50	★★★★
Lightning Energy	128/130	-----	(E)	-----	Energy Card	\$0.50	★★★★
Psychic Energy	129/130	-----	(E)	-----	Energy Card	\$0.50	★★★★
Water Energy	130/130	-----	(E)	-----	Energy Card	\$0.50	★★★★



U.S. Team Rocket

Date initially released:
April 2000

83 total cards:

17 Foil (ultra-rare "holographic")

18 Rare (non-"holographic")

25 Uncommon

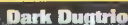
23 Common

Complete 83-card set Edition-1 Unlimited
\$245 \$130

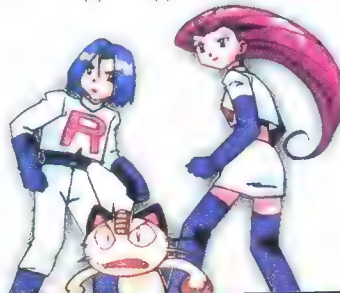


Dark Dragonite

Card Name	Card#	Rarity	Type	Level	Edition-1	Unlimited	Rating
Dark Alakazam	1	(H)	(P)	Lv30	\$15.00	\$11.00	★★★★
Dark Arbok	2	(H)	(G)	Lv25	\$14.00	\$10.00	★★★★
Dark Blastoise	3	(H)	(W)	Lv28	\$18.00	\$13.00	★★★★
Dark Charizard	4	(H)	(R)	Lv38	\$32.00	\$20.00	★★★★
Dark Dragonite	5	(H)	(C)	Lv33	\$14.00	\$11.00	★★★★
Dark Dugtrio	6	(H)	(F)	Lv18	\$12.00	\$10.00	★★
Dark Golbat	7	(H)	(G)	Lv25	\$13.00	\$10.00	★★★★
Dark Gyarados	8	(H)	(W)	Lv31	\$14.00	\$11.00	★★★★
Dark Hypno	9	(H)	(P)	Lv26	\$12.00	\$9.00	★★★★
Dark Machamp	10	(H)	(F)	Lv30	\$14.00	\$11.00	★★★★
Dark Magneton	11	(H)	(L)	Lv26	\$13.00	\$10.00	★★
Dark Slowbro	12	(H)	(P)	Lv27	\$13.00	\$9.00	★★★★
Dark Vileplume	13	(H)	(G)	Lv29	\$14.00	\$11.00	★★★★
Dark Weezing	14	(H)	(G)	Lv24	\$12.00	\$9.00	★★
Here Comes Team Rocket	15	(H)	-----	Trainer Card	\$20.00	\$16.00	★★
Rocket's Sneak Attack	16	(H)	-----	Trainer Card	\$10.00	\$7.00	★★★★
Rainbow Energy	17	(H)	-----	Energy Card	\$13.00	\$8.00	★★★★
Dark Alakazam	18	(H)	(P)	Lv30	\$6.00	\$5.00	★★★★
Dark Arbok	19	(H)	(G)	Lv25	\$6.00	\$4.00	★★★★
Dark Blastoise	20	(H)	(W)	Lv28	\$8.00	\$5.00	★★★★
Dark Charizard	21	(H)	(R)	Lv38	\$15.00	\$10.00	★★★★
Dark Dragonite	22	(H)	(C)	Lv33	\$7.00	\$5.00	★★★★
Dark Dugtrio	23	(H)	(F)	Lv18	\$6.00	\$4.00	★★
Dark Golbat	24	(H)	(G)	Lv25	\$5.00	\$4.00	★★★★
Dark Gyarados	25	(H)	(W)	Lv31	\$7.00	\$5.00	★★★★
Dark Hypno	26	(H)	(P)	Lv26	\$6.00	\$4.00	★★★★
Dark Machamp	27	(H)	(F)	Lv30	\$6.00	\$5.00	★★
Dark Magneton	28	(H)	(L)	Lv26	\$6.00	\$4.00	★★
Dark Slowbro	29	(H)	(P)	Lv27	\$6.00	\$4.00	★★★★
Dark Vileplume	30	(H)	(G)	Lv29	\$6.00	\$5.00	★★★★
Dark Weezing	31	(H)	(G)	Lv24	\$5.00	\$4.00	★★
Dark Charmeleon	32	(U)	(R)	Lv23	\$1.00	\$1.00	★★
Dark Dragonair	33	(U)	(C)	Lv28	\$1.00	\$1.00	★★
Dark Electrode	34	(U)	(L)	Lv24	\$1.00	\$1.00	★★



Card Name	Card#	Rarity	Type	Level	Unlimited	Rating	
Dark Flareon	35	(U)	(R)	Lv23	\$1.00	\$1.00	☆☆☆☆
Dark Gloom	36	(U)	(G)	Lv21	\$1.00	\$1.00	☆☆☆☆
Dark Golduck	37	(U)	(W)	Lv23	\$1.00	\$1.00	☆☆☆☆
Dark Jolteon	38	(U)	(L)	Lv23	\$1.00	\$1.00	☆☆☆☆
Dark Kadabra	39	(U)	(P)	Lv24	\$1.00	\$1.00	☆☆☆☆
Dark Machoke	40	(U)	(F)	Lv28	\$1.00	\$1.00	☆☆☆☆
Dark Muk	41	(U)	(G)	Lv25	\$1.00	\$1.00	☆☆☆☆
Dark Persian	42	(C)	(C)	Lv28	\$1.00	\$1.00	☆☆☆☆
Dark Primeape	43	(U)	(F)	Lv23	\$1.00	\$1.00	☆☆☆☆
Dark Rapidash	44	(C)	(R)	Lv24	\$1.00	\$1.00	☆☆☆☆
Dark Vaporeon	45	(U)	(W)	Lv28	\$1.00	\$1.00	☆☆☆☆
Dark Wartortle	46	(U)	(W)	Lv21	\$1.00	\$1.00	☆☆☆☆
Magikarp	47	(C)	(W)	Lv06	\$1.00	\$1.00	☆☆☆☆
Porygon	48	(C)	(C)	Lv20	\$1.00	\$1.00	☆☆☆☆
Abra	49	(C)	(P)	Lv14	\$0.50	\$0.50	☆☆☆☆
Charmander	50	(C)	(R)	Lv09	\$0.75	\$0.50	☆☆☆☆
Dark Raticate	51	(C)	(C)	Lv25	\$0.50	\$0.50	☆☆☆☆
Diglett	52	(C)	(F)	Lv15	\$0.50	\$0.50	☆☆☆☆
Dratini	53	(C)	(C)	Lv12	\$0.50	\$0.50	☆☆☆☆
Drowzee	54	(C)	(P)	Lv10	\$0.50	\$0.50	☆☆☆☆
Eevee	55	(C)	(C)	Lv09	\$0.50	\$0.50	☆☆☆☆
Ekans	56	(C)	(G)	Lv15	\$0.50	\$0.50	☆☆☆☆
Grimer	57	(C)	(G)	Lv10	\$0.50	\$0.50	☆☆☆☆
Koffing	58	(C)	(G)	Lv12	\$0.50	\$0.50	☆☆☆☆
Machop	59	(C)	(F)	Lv24	\$0.50	\$0.50	☆☆☆☆
Magnemite	60	(C)	(L)	Lv12	\$0.50	\$0.50	☆☆☆☆
Mankey	61	(C)	(F)	Lv14	\$0.50	\$0.50	☆☆☆☆
Meowth	62	(C)	(C)	Lv10	\$0.50	\$0.50	☆☆☆☆
Oddish	63	(C)	(G)	Lv21	\$0.50	\$0.50	☆☆☆☆
Ponyta	64	(C)	(R)	Lv15	\$0.50	\$0.50	☆☆☆☆
Psyduck	65	(C)	(W)	Lv16	\$0.50	\$0.50	☆☆☆☆
Rattata	66	(C)	(C)	Lv12	\$0.50	\$0.50	☆☆☆☆
Slowpoke	67	(C)	(P)	Lv16	\$0.50	\$0.50	☆☆☆☆
Squirtle	68	(C)	(W)	Lv16	\$0.50	\$0.50	☆☆☆☆
Voltorb	69	(C)	(L)	Lv13	\$0.50	\$0.50	☆☆☆☆
Zubat	70	(C)	(G)	Lv09	\$0.50	\$0.50	☆☆☆☆
Here Comes Team Rocket!	71	(SR)	(T)	Trainer Card	\$8.00	\$6.00	☆☆☆☆
Rocket's Sneak Attack	72	(H)	(T)	Trainer Card	\$6.00	\$4.00	☆☆☆☆
The Boss's Way	73	(U)	(T)	Trainer Card	\$1.00	\$1.00	☆☆☆☆
Challenge!	74	(U)	(T)	Trainer Card	\$1.00	\$1.00	☆☆☆☆
Digger	75	(C)	(T)	Trainer Card	\$1.00	\$1.00	☆☆☆☆
Imposter Oak's Revenge	76	(U)	(T)	Trainer Card	\$1.00	\$1.00	☆☆☆☆
Nightly Garbage Run	77	(C)	(T)	Trainer Card	\$1.00	\$1.00	☆☆☆☆
Sleep!	78	(C)	(T)	Trainer Card	\$0.50	\$0.50	☆☆☆☆
Goop Gas Attack	79	(C)	(T)	Trainer Card	\$0.50	\$0.50	☆☆☆☆
Rainbow Energy	80	(H)	(E)	Energy Card	\$8.00	\$6.00	☆☆☆☆
Full Heal Energy	81	(C)	(E)	Energy Card	\$1.00	\$1.00	☆☆☆☆
Potion Energy	82	(C)	(E)	Energy Card	\$1.00	\$1.00	☆☆☆☆
Dark Raichu	83	(H)	(L)	Lv31	\$35.00	\$25.00	☆☆☆☆





U.S. Promo Cards



Movie Release Mewtwo



Video Release Promo Mewtwo



1999 WOTC League Pikachu

- **E3 Red Cheek Pikachu-Lv12 \$55**
- **E3 Pikachu-Lv12 Yellow Cheek \$18**

The red cheek Base 1 Pikachu artwork. Released at the 1999 Electronic Entertainment Expo (E3) in Los Angeles (May '99). Yellow Cheek Pikachu appeared in Nintendo Powers Sept. '99 issue.

- **Jumbo Pikachu-Lv12 \$6**

A 6x8 version of the Base 1 Pikachu. Released in Top Deck's Feb. 2000 issue as a promo insert.

- **W Pikachu-Lv14 \$18**

Jungle foil "W" below artwork. Released in The Duelist's Sept. 1999 issue as a promo insert.

- **W Kabuto-Lv9 \$7**

Fossil foil "W" below artwork. Released in Top Deck's Dec. 1999 issue as a promo insert.

- **Gold Bordered Meowth-Lv15 \$16**

Gold border on face of card (instead of normal yellow border). Released in Betty Crocker Pokémon Rolls fruit snacks packages (Randomly inserted). Possible cards inserted are normal Base set commons.

- **Prerelease Clefable-Lv34 \$50**

Jungle holographic with "PRERELEASE" on artwork. Released in Aug. 1999 at sites of WOTC Pokémon TCG League.

- **Prerelease Aerodactyl-Lv28 \$12**

1st Ed. Fossil holographic with "PRERELEASE" on artwork. Released in Oct. 1999 through the WOTC Pokémon TCG League.

- **Pikachu (Japanese)-Lv16 \$65**

- **Pikachu (US 1st Ed.)-Lv16 \$5**

Star and "Promo" below artwork. 1st Edition released in Japan as one of two promos in Hyper CoroCoro's May 1999 issue. 1st Edition appeared in U.S. jungle booster packs as a miscellated card. Released at WOTC Pokémon TCG League in larger distribution. Most released through the League are not 1st Edition.

- **Jigglypuff (1st Ed)-Lv12 \$75**

- **Jigglypuff-Lv12 \$35**

Has "Promo" below artwork. Released in Japan as one of two insert cards in Hyper CoroCoro's May issue. Distributed in U.S. with first 2 million copies of Pokémon The First Movie soundtrack.



2000 WOTC League Arcanine



Movie Soundtrack Jigglypuff



TCG for Game Boy Meowth

- **Electabuzz-Lv20, Mewtwo-Lv60, Pikachu-Lv13, Dragonite-Lv43 \$6**

Star and "Promo" below artwork with gold "Kids WB Present Pokémon: The First Movie" on upper right corner. Numbers instead of rarity symbols: Electabuzz=2, Mewtwo=3, Pikachu=4, Dragonite=5. Released as a promo for Pokémon The First Movie in the U.S. (Nov. 1999).

- **Promo Mew-Lv23 \$6**

Small star and "Promo" below artwork. Handed out free on Jan. 8, 2000, at Zany Brainy, WOTC, the Gamekeeper and Toys "R" Us.

- **Mewtwo (U.S. 14)-Lv60 \$7**

Foil with "Promo" below artwork. Released with purchase of Pokémon: The First Movie on VHS/DVD (March 2000).

- **W Wartortle-Lv22 \$8**

Base 2 for "W" below artwork. Released in TopDeck (March 2000).

- **Meowth-Lv13 \$10**

Star "Promo" below artwork with black "GB" on bottom right. "10" instead of rarity symbol. Available with purchase of Pokémon TCG for Game Boy (April 2000).

- **Arcanine (U.S. 6)-Lv34 \$4**

Has "Promo" below artwork. Released in March 2000 at sites of WOTC Pokémon TCG League.

- **Mewtwo (U.S. 12)-Lv30 \$28**

Has "Promo" below artwork. Released to Nintendo Power subscribers (April 2000).

- **Venusaur (U.S. 13)-Lv64 \$18**

Has "Promo" below artwork. Available with purchase of Nintendo's Pokémon TCG Player's Guide (April 2000).

- **Cool Porygon (U.S. 15)-Lv15 \$60**

Foil with "Promo" below artwork. Available with purchase of Pokémon Stadium N64 Bundle (March 2000).

- **Holo Mew-Lv13 \$12**

Has "Promo" below artwork. Released in April 2000 at sites of WOTC Pokémon TCG League. "9" instead of rarity symbol.

- **Dark Gyarados-Lv31 \$4**

Has "Promo" below artwork. Released in April 2000 at sites of WOTC Pokémon TCG League.



Japanese Cards

PoJo's Unofficial Pokémon does NOT sell cards. These prices are compiled for clarification of relative values and what you might expect to pay at a game store or collectible dealer for these cards.

Many of the Trainer and Stadium cards in these sets have names that are not direct translations of the Japanese titles. In some instances, names were given to reflect the card's artwork or function.

Type: C=Colorless, F=Fighting, R=Fire, G=Grass, L=Lightning, P=Psychic, W=Water, T=Trainer, E=Energy.

Rarity: SR=Super-Rare (white star), SU=Super-Uncommon (white diamond), H=Holographic (Foil), R=Rare (non-Foil), U=Uncommon, C=Common; Basic energy has no rarity symbol



Base Set 1

(Series 1)

Approximate date initially released: Spring 1997

102 total cards:

16 Foil (ultra-rare "holographic")

16 Rare (non-"holographic")

32 Uncommon

32 Common

6 Basic Energy (no rarity)

Complete 102-card set \$215.00



Squirtle

A master card Very useful Average
Limited uses Keep in the shoebox

Card Name	Rarity	Type	Level	Character#	Price	Rating
Alakazam	(H)	(P)	Lv42	#065	\$14.00	★★★★
Blastoise	(H)	(W)	Lv52	#009	\$15.00	★★★★
Chansey	(H)	(C)	Lv55	#113	\$13.00	★★★★
Charizard	(H)	(R)	Lv76	#006	\$30.00	★★★★
Clefairy	(H)	(C)	Lv14	#035	\$12.00	★★★
Gyarados	(H)	(W)	Lv41	#130	\$12.00	★★★★
Hitmonchan	(H)	(F)	Lv33	#107	\$13.00	★★★★
Machop	(H)	(F)	Lv67	#068	\$11.00	★★★
Magneton	(H)	(L)	Lv28	#082	\$10.00	★★★
Mewtwo	(H)	(P)	Lv53	#150	\$14.00	★★★★
Nidoking	(H)	(G)	Lv48	#034	\$11.00	★★★
Ninetales	(H)	(R)	Lv32	#038	\$12.00	★★★★
Poliwrath	(H)	(W)	Lv48	#062	\$11.00	★★★★
Raichu	(H)	(L)	Lv40	#026	\$15.00	★★★★
Venusaur	(H)	(G)	Lv67	#003	\$14.00	★★★★
Zapdos	(H)	(L)	Lv64	#145	\$13.00	★★★★
Beedrill	(R)	(G)	Lv32	#015	\$5.00	★★★★
Dragonair	(R)	(C)	Lv33	#148	\$5.00	★★★★
Dugtrio	(R)	(F)	Lv36	#051	\$4.50	★★★
Electabuzz	(R)	(L)	Lv35	#125	\$5.00	★★★★
Electrode	(R)	(L)	Lv40	#101	\$4.50	★★★★
Pidgeotto	(R)	(C)	Lv36	#017	\$4.50	★★
Arcanine	(U)	(R)	Lv45	#059	\$1.00	★★★★
Charmeleon	(U)	(R)	Lv32	#005	\$1.50	★★★
Dewgong	(U)	(W)	Lv42	#087	\$1.00	★★★★
Dratini	(U)	(C)	Lv10	#147	\$1.00	★★
Farfetch'd	(U)	(C)	Lv20	#083	\$1.00	★★★★
Growlithe	(U)	(R)	Lv18	#058	\$1.00	★★★
Haunter	(U)	(P)	Lv22	#093	\$1.00	★★
Ivysaur	(U)	(G)	Lv20	#002	\$1.50	★★★
Jynx	(U)	(P)	Lv23	#124	\$1.00	★★★★
Kadabra	(U)	(P)	Lv38	#064	\$1.00	★★★★
Kakuna	(U)	(G)	Lv23	#014	\$1.00	★★
Machoke	(U)	(F)	Lv40	#067	\$1.00	★★
Magikarp	(U)	(W)	Lv08	#129	\$1.00	★
Magmar	(U)	(R)	Lv24	#126	\$1.00	★★★★
Nidorino	(U)	(G)	Lv25	#033	\$1.00	★★★
Poliwhirl	(U)	(W)	Lv28	#061	\$1.00	★★
Porygon	(U)	(C)	Lv12	#137	\$1.00	★★
Raticate	(U)	(C)	Lv41	#020	\$1.00	★★
Seel	(U)	(W)	Lv12	#086	\$1.00	★★★
Wartortle	(U)	(W)	Lv22	#008	\$1.00	★★★
Abra	(C)	(P)	Lv10	#063	\$0.50	★★★
Bulbasaur	(C)	(G)	Lv13	#001	\$0.50	★★★



Base Set 1 Continued



Raichu



Diglett



Doduo

Card Name	Rarity	Type	Level	Character#	Price	Rating
↘ Caterpie	(C)	(G)	Lv13	#010	\$0.50	☆☆
↘ Charmander	(C)	(R)	Lv10	#004	\$0.75	☆☆
↘ Diglett	(C)	(F)	Lv08	#050	\$0.50	☆☆
↘ Doduo	(C)	(C)	Lv10	#084	\$0.50	☆☆☆
↘ Drowzee	(C)	(P)	Lv12	#096	\$0.50	☆☆
↘ Gastly	(C)	(P)	Lv08	#092	\$0.50	☆☆
↘ Koffing	(C)	(G)	Lv13	#109	\$0.50	☆☆☆☆
↘ Machop	(C)	(F)	Lv20	#066	\$0.50	☆☆☆☆
↘ Magnemite	(C)	(L)	Lv13	#081	\$0.50	☆☆
↘ Metapod	(C)	(G)	Lv21	#011	\$0.50	☆☆
↘ Nidoran (M)	(C)	(G)	Lv20	#032	\$0.50	☆☆
↘ Onix	(C)	(F)	Lv12	#095	\$0.50	☆☆
↘ Pidgey	(C)	(C)	Lv08	#016	\$0.50	☆☆
↘ Pikachu	(C)	(L)	Lv12	#025	\$1.00	☆☆☆
↘ Poliwhag	(C)	(W)	Lv13	#060	\$0.50	☆☆
↘ Ponyta	(C)	(R)	Lv10	#077	\$0.50	☆☆☆
↘ Rattata	(C)	(C)	Lv09	#019	\$0.50	☆☆
↘ Sandshrew	(C)	(F)	Lv12	#027	\$0.50	☆☆
↘ Squirtle	(C)	(W)	Lv08	#007	\$0.50	☆☆☆
↘ Starmie	(C)	(W)	Lv28	#121	\$0.50	☆☆
↘ Saryu	(C)	(W)	Lv15	#120	\$0.50	☆☆☆
↘ Tangela	(C)	(G)	Lv08	#114	\$0.50	☆☆☆
↘ Voltorb	(C)	(L)	Lv10	#100	\$0.50	☆☆
↘ Vulpix	(C)	(R)	Lv11	#037	\$0.50	☆☆☆
↘ Weedle	(C)	(G)	Lv12	#013	\$0.50	☆☆☆
↘ Clefairy Doll	(R)	(T)	-----	Trainer Card	\$4.00	☆☆
↘ Computer Search	(R)	(T)	-----	Trainer Card	\$4.00	☆☆☆☆
↘ Devolution Spray	(R)	(T)	-----	Trainer Card	\$3.00	☆☆
↘ Impostor Professor Oak	(R)	(T)	-----	Trainer Card	\$3.00	☆☆
↘ Item Finder	(R)	(T)	-----	Trainer Card	\$3.00	☆☆☆☆
↘ Lass	(R)	(T)	-----	Trainer Card	\$3.00	☆☆☆
↘ Pokémon Breeder	(R)	(T)	-----	Trainer Card	\$3.00	☆☆☆
↘ Pokémon Trader	(R)	(T)	-----	Trainer Card	\$3.00	☆☆☆☆
↘ Scoop Up	(R)	(T)	-----	Trainer Card	\$4.00	☆☆☆☆
↘ Super Energy Removal	(R)	(T)	-----	Trainer Card	\$4.00	☆☆☆☆
↘ Defender	(U)	(T)	-----	Trainer Card	\$1.00	☆☆
↘ Energy Retrieval	(U)	(T)	-----	Trainer Card	\$1.00	☆☆☆☆
↘ Full Heal	(U)	(T)	-----	Trainer Card	\$1.00	☆☆
↘ Maintenance	(U)	(T)	-----	Trainer Card	\$1.00	☆☆
↘ PlusPower	(U)	(T)	-----	Trainer Card	\$1.00	☆☆☆☆
↘ Pokédex	(U)	(T)	-----	Trainer Card	\$1.00	☆☆
↘ Pokémon Center	(U)	(T)	-----	Trainer Card	\$1.00	☆☆☆☆
↘ Pokémon Flute	(U)	(T)	-----	Trainer Card	\$1.00	☆☆
↘ Professor Oak	(U)	(T)	-----	Trainer Card	\$1.00	☆☆☆☆
↘ Revive	(U)	(T)	-----	Trainer Card	\$1.00	☆☆
↘ Super Potion	(U)	(T)	-----	Trainer Card	\$1.00	☆☆☆
↘ Bill	(C)	(T)	-----	Trainer Card	\$0.50	☆☆☆☆
↘ Energy Removal	(C)	(T)	-----	Trainer Card	\$0.50	☆☆☆☆
↘ Gust of Wind	(C)	(T)	-----	Trainer Card	\$0.50	☆☆☆☆
↘ Potion	(C)	(T)	-----	Trainer Card	\$0.50	☆☆
↘ Switch	(C)	(T)	-----	Trainer Card	\$0.50	☆☆
↘ Double Colorless Energy	(U)	(E)	-----	Energy Card	\$2.50	☆☆☆☆
↘ Fighting Energy	()	(E)	-----	Energy Card	\$0.50	☆☆☆☆
↘ Fire Energy	()	(E)	-----	Energy Card	\$0.50	☆☆☆☆
↘ Grass Energy	()	(E)	-----	Energy Card	\$0.50	☆☆☆☆
↘ Lightning Energy	()	(E)	-----	Energy Card	\$0.50	☆☆☆☆
↘ Psychic Energy	()	(E)	-----	Energy Card	\$0.50	☆☆☆☆
↘ Water Energy	()	(E)	-----	Energy Card	\$0.50	☆☆☆☆

Pojo's Price Guide



Jungle Expansion

(Series 2)

Approximate date initially released: Summer 1997

48 total cards:

16 Rare Foil

16 Uncommon

16 Common

Complete 48-card set \$130.00



Butterfree

Card Name	Rarity	Type	Level	Character#	Price	Rating
Clefable	(H)	(C)	Lv34	#036	\$10.00	★★★★
Electrode	(H)	(L)	Lv42	#101	\$8.00	★★
Flareon	(H)	(R)	Lv28	#136	\$13.00	★★★
Jolteon	(H)	(L)	Lv29	#135	\$12.00	★★★
Kangaskhan	(H)	(C)	Lv40	#115	\$12.00	★★★
Mr. Mime	(H)	(P)	Lv28	#122	\$12.00	★★★★
Nidoqueen	(H)	(G)	Lv43	#031	\$9.00	★★
Pidgeot	(H)	(C)	Lv40	#018	\$8.00	★★
Pinsir	(H)	(G)	Lv24	#127	\$10.00	★★★
Scyther	(H)	(G)	Lv25	#123	\$14.00	★★★★
Snorlax	(H)	(C)	Lv20	#143	\$9.00	★★
Vaporeon	(H)	(W)	Lv42	#134	\$11.00	★★
Venomoth	(H)	(G)	Lv28	#049	\$8.00	★★★
Victreebel	(H)	(G)	Lv42	#071	\$10.00	★★
Vileplume	(H)	(G)	Lv35	#045	\$11.00	★★
Wigglytuff	(H)	(C)	Lv36	#040	\$10.00	★★★
Butterfree	(U)	(G)	Lv28	#012	\$1.50	★★
Dodrio	(U)	(C)	Lv28	#085	\$1.00	★★
Exeggutor	(U)	(G)	Lv35	#103	\$1.00	★★
Fearow	(U)	(C)	Lv27	#022	\$1.00	★★
Gloom	(U)	(G)	Lv22	#044	\$1.00	★★
Lickitung	(U)	(C)	Lv26	#108	\$1.00	★★
Marowak	(U)	(F)	Lv26	#105	\$1.00	★★
Nidorina	(U)	(G)	Lv24	#030	\$1.00	★★
Parasect	(U)	(G)	Lv28	#047	\$1.00	★★
Persian	(U)	(C)	Lv25	#053	\$1.50	★★
Primeape	(U)	(F)	Lv35	#057	\$1.00	★★
Rapidash	(U)	(R)	Lv33	#078	\$1.00	★★
Rhydon	(U)	(F)	Lv48	#112	\$1.00	★★
Seaking	(U)	(W)	Lv28	#119	\$1.00	★★
Tauros	(U)	(C)	Lv32	#128	\$1.00	★★
Weepinbell	(U)	(G)	Lv28	#070	\$1.00	★★
Bellsprout	(C)	(G)	Lv11	#069	\$0.50	★★
Cubone	(C)	(F)	Lv13	#104	\$0.50	★★
Eevee	(C)	(C)	Lv12	#133	\$0.50	★★
Exeggcute	(C)	(G)	Lv14	#102	\$0.50	★★
Golddeen	(C)	(W)	Lv12	#118	\$0.50	★★
Jigglypuff	(C)	(C)	Lv14	#039	\$0.50	★★
Mankey	(C)	(F)	Lv07	#056	\$0.50	★★
Meowth	(C)	(C)	Lv15	#052	\$0.50	★★
Nidoran (F)	(C)	(G)	Lv13	#029	\$0.50	★★
Oddish	(C)	(G)	Lv08	#043	\$0.50	★★
Paras	(C)	(G)	Lv08	#046	\$0.50	★★
Pikachu	(C)	(L)	Lv14	#025	\$1.00	★★
Rhyhorn	(C)	(F)	Lv18	#111	\$0.50	★★
Spearow	(C)	(C)	Lv13	#021	\$0.50	★★
Venonat	(C)	(G)	Lv12	#048	\$0.50	★★
Poké Ball	(C)	(T)	----	Trainer Card	\$0.50	★★



Fossil Expansion

(Series 3)

★★★★ A master card ★★★ Very useful ★★ Average
 ★ Limited uses ★ Keep in the shoebox

Aerodactyl	(H)	(F)	Lv28	#142	\$13.00	★★★★
Articuno	(H)	(W)	Lv35	#144	\$12.00	★★★★
Ditto	(H)	(C)	Lv20	#132	\$12.00	★★★★
Dragonite	(H)	(C)	Lv45	#149	\$15.00	★★★★
Gengar	(H)	(P)	Lv38	#094	\$12.00	★★★★
Haunter	(H)	(P)	Lv17	#093	\$10.00	★★★★
Hitmonlee	(H)	(F)	Lv30	#106	\$12.00	★★★★
Hypno	(H)	(P)	Lv36	#097	\$10.00	★★★★
Kabutops	(H)	(F)	Lv30	#141	\$10.00	★★★★
Lapras	(H)	(W)	Lv31	#131	\$10.00	★★★★



Fossil Expansion

Continued

Approximate date initially released: Fall 1997

48 total cards:

16 Rare Foil

16 Uncommon

16 Common

Complete 48-card set \$110.00



Ekans

Card Name	Rarity	Type	Level	Character	Price	Rating
Mageton	(H)	(L)	Lv35	#082	\$10.00	☆☆
Maw	(H)	(P)	Lv23	#151	\$35.00	☆☆☆☆
Moltres	(H)	(R)	Lv35	#146	\$11.00	☆☆☆☆
Muk	(H)	(G)	Lv34	#089	\$10.00	☆☆☆
Raichu	(H)	(L)	Lv45	#026	\$13.00	☆☆
Zapdos	(H)	(L)	Lv40	#145	\$12.00	☆☆
Arbok	(U)	(G)	Lv27	#024	\$1.50	☆☆
Cloyster	(U)	(W)	Lv25	#091	\$1.00	☆☆
Gastly	(U)	(P)	Lv17	#092	\$1.00	☆☆
Golbat	(U)	(G)	Lv29	#042	\$1.00	☆☆
Golduck	(U)	(W)	Lv27	#055	\$1.00	☆☆☆☆
Golem	(U)	(F)	Lv36	#076	\$1.00	☆☆
Graveler	(U)	(F)	Lv29	#075	\$1.00	☆☆
Kingler	(U)	(W)	Lv27	#099	\$1.00	☆☆
Maomarm	(U)	(R)	Lv31	#126	\$1.50	☆☆☆☆
Onix	(U)	(W)	Lv32	#139	\$1.00	☆☆
Sandlash	(U)	(F)	Lv33	#028	\$1.00	☆☆
Seadra	(U)	(W)	Lv23	#117	\$1.00	☆☆
Slowbro	(U)	(P)	Lv26	#080	\$1.00	☆☆
Tentacool	(U)	(W)	Lv21	#073	\$1.00	☆☆
Weezing	(U)	(G)	Lv27	#110	\$1.00	☆☆
Ekans	(C)	(G)	Lv10	#023	\$0.50	☆☆
Geodude	(C)	(F)	Lv16	#074	\$0.50	☆☆
Grimer	(C)	(G)	Lv17	#088	\$0.50	☆☆
Horsea	(C)	(W)	Lv19	#116	\$0.50	☆☆
Kabuto	(C)	(F)	Lv09	#140	\$0.50	☆☆
Krabby	(C)	(W)	Lv20	#098	\$0.50	☆☆
Omanyte	(C)	(W)	Lv19	#138	\$0.50	☆☆
Psyduck	(C)	(W)	Lv15	#054	\$0.50	☆☆☆☆
Shellder	(C)	(W)	Lv08	#090	\$0.50	☆☆
Slowpoke	(C)	(P)	Lv18	#079	\$0.50	☆☆
Tentacool	(C)	(W)	Lv10	#072	\$0.50	☆☆
Zubat	(C)	(G)	Lv10	#041	\$0.50	☆☆
Mr. Fuji	(U)	(T)	----	Trainer Card	\$1.00	☆☆
Energy Search	(C)	(T)	----	Trainer Card	\$0.50	☆☆
Gambler	(C)	(T)	----	Trainer Card	\$0.50	☆☆
Recycle	(C)	(T)	----	Trainer Card	\$0.50	☆☆
Mysterious Fossil	(C)	(T)	----	Trainer Card	\$0.50	☆☆



Team Rocket Expansion

(Series 4)

Approximate date initially released: Spring 1998

65 total cards:

1 Super Rare (Foil) "Here Come the Rockets!"

16 Rare Foil

16 Uncommon

32 Common

Complete 65-card set \$170.00

Dark Alakazam	(H)	(P)	Lv30	#065	\$14.00	☆☆☆☆
Dark Arbok	(H)	(G)	Lv25	#024	\$9.00	☆☆
Dark Blastoise	(H)	(W)	Lv28	#009	\$17.00	☆☆☆☆
Dark Charizard	(H)	(R)	Lv38	#006	\$27.50	☆☆
Dark Dragonite	(H)	(C)	Lv33	#149	\$14.00	☆☆☆☆
Dark Dugtrio	(H)	(F)	Lv18	#051	\$10.00	☆☆
Dark Golbat	(H)	(G)	Lv25	#042	\$9.00	☆☆
Dark Gyarados	(H)	(W)	Lv31	#130	\$11.00	☆☆
Dark Hypno	(H)	(P)	Lv26	#097	\$11.00	☆☆
Dark Machop	(H)	(F)	Lv30	#068	\$11.00	☆☆
Dark Mageton	(H)	(L)	Lv26	#082	\$10.00	☆☆
Dark Slowbro	(H)	(P)	Lv27	#080	\$10.00	☆☆
Dark Vileplume	(H)	(G)	Lv29	#045	\$11.00	☆☆☆☆
Dark Weezing	(H)	(G)	Lv24	#110	\$10.00	☆☆
Dark Charmeleon	(U)	(R)	Lv23	#005	\$1.50	☆☆
Dark Dragonair	(U)	(C)	Lv28	#148	\$1.50	☆☆
Dark Electrode	(U)	(L)	Lv24	#101	\$1.00	☆☆☆☆
Dark Flareon	(U)	(R)	Lv23	#136	\$1.50	☆☆
Dark Gloom	(U)	(G)	Lv21	#044	\$1.00	☆☆
Dark Golduck	(U)	(W)	Lv23	#055	\$1.00	☆☆

Pojo's Price Guide



Team Rocket Expansion Continued



Charmander



Dark Raticate



Gym Leaders Expansion #1

(Series 5)

A master card
 Very useful
 Average
 Limited uses Keep in the shoebox

Card Name	Rarity	Type	Level	Character#	Price	Rating
Dark Jolteon	(U)	(L)	Lv23	#135	\$1.00	★★★★
Dark Kadabra	(U)	(P)	Lv24	#064	\$1.00	★★★★
Dark Machoke	(U)	(F)	Lv28	#067	\$1.00	★★
Dark Muk	(U)	(G)	Lv25	#089	\$1.00	★★★★
Dark Primeape	(U)	(F)	Lv23	#057	\$1.00	★★
Dark Vaporeon	(U)	(W)	Lv28	#134	\$1.00	★★★★
Dark Wartortle	(U)	(W)	Lv21	#008	\$1.50	★★
Abra	(C)	(P)	Lv14	#063	\$0.50	★★
Charmander	(C)	(R)	Lv09	#004	\$0.50	★★★★
Diglett	(C)	(F)	Lv15	#050	\$0.50	★★
Dratini	(C)	(C)	Lv12	#147	\$0.50	★★
Drowzee	(C)	(P)	Lv10	#096	\$0.50	★★
Eevee	(C)	(C)	Lv09	#133	\$0.50	★★
Ekans	(C)	(G)	Lv15	#023	\$0.50	★★
Grimer	(C)	(G)	Lv10	#088	\$0.50	★★
Koffing	(C)	(G)	Lv12	#109	\$0.50	★★
Machop	(C)	(F)	Lv24	#066	\$0.50	★★
Magikarp	(C)	(W)	Lv06	#129	\$0.50	★★
Magnemite	(C)	(L)	Lv12	#081	\$0.50	★★
Mankey	(C)	(F)	Lv14	#056	\$0.50	★★
Meowth	(C)	(C)	Lv10	#052	\$0.50	★★
Oddish	(C)	(G)	Lv21	#043	\$0.50	★★
Dark Persian	(C)	(C)	Lv28	#053	\$0.50	★★
Ponyta	(C)	(R)	Lv15	#077	\$0.50	★★
Porygon	(C)	(C)	Lv20	#137	\$0.50	★★
Psyduck	(C)	(W)	Lv16	#054	\$0.50	★★
Dark Rapidash	(C)	(R)	Lv24	#078	\$0.50	★★
Dark Raticate	(C)	(C)	Lv25	#020	\$0.50	★★
Rattata	(C)	(C)	Lv12	#019	\$0.50	★★
Slowpoke	(C)	(P)	Lv16	#079	\$0.50	★★
Squirtle	(C)	(W)	Lv16	#007	\$0.50	★★
Voltorb	(C)	(L)	Lv13	#100	\$0.50	★★
Zubat	(C)	(G)	Lv09	#041	\$0.50	★★
Here Comes Team Rocket!(SR)	(T)	----	----	Trainer Card	\$40.00	★★
Rocket's Sneak Attack	(H)	----	----	Trainer Card	\$9.00	★★★★
The Boss' Way	(U)	(T)	----	Trainer Card	\$1.00	★★★★
Imposter Oak's Revenge	(U)	(T)	----	Trainer Card	\$1.00	★★
Challenge!	(U)	(T)	----	Trainer Card	\$1.00	★★★★
Digger	(C)	(T)	----	Trainer Card	\$0.50	★★
Nightly Garbage Run	(C)	(T)	----	Trainer Card	\$0.50	★★★★
Sleep!	(C)	(T)	----	Trainer Card	\$0.50	★★
Goop Gas Attack	(C)	(T)	----	Trainer Card	\$0.50	★★
Rainbow Energy	(H)	(E)	----	Energy Card	\$12.00	★★★★
Full Heal Energy	(C)	(E)	----	Energy Card	\$0.50	★★★★
Potion Energy	(C)	(E)	----	Energy Card	\$0.50	★★★★

Gym Leader Takeshi (Brock) Cards:

Brock's Ninetales	(H)	(R)	Lv30	#038	\$10.00	★★★★
Brock's Rhydon	(H)	(F)	Lv38	#112	\$8.00	★★
Brock's Golem	(R)	(F)	Lv40	#076	\$3.50	★★
Brock's Golbat	(U)	(G)	Lv30	#042	\$1.00	★★
Brock's Graveler	(U)	(F)	Lv32	#075	\$1.00	★★★★
Brock's Lickitung	(U)	(C)	Lv24	#108	\$1.00	★★★★
Brock's Primeape	(U)	(F)	Lv32	#057	\$1.00	★★★★
Brock's Sandslash	(U)	(F)	Lv34	#028	\$1.00	★★
Brock's Vulpix	(U)	(R)	Lv16	#037	\$1.50	★★
Brock's Diglett	(C)	(F)	Lv13	#050	\$0.50	★★



Gym Leaders Expansion #1 Continued

Approximate date initially
released: Fall 1998

96 total cards:
16 Rare (Foil)
16 Rare (Non-Foil)
16 Uncommon
32 Common

Complete 96-card set \$175.00



Rattata



Sandshrew

Card Name	Rarity	Type	Level	Character#	Price	Rating
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Gym Leader Takeshi (Brock) Cards:

└ Brock's Geodude	(C)	(F)	Lv13	#074	\$0.50	☆☆
└ Brock's Geodude	(C)	(F)	Lv15	#074	\$0.50	☆☆☆
└ Brock's Mankey	(C)	(F)	Lv12	#056	\$0.50	☆☆
└ Brock's Onix	(C)	(F)	Lv41	#095	\$0.50	☆☆☆☆
└ Brock's Rhyhorn	(C)	(F)	Lv29	#111	\$0.50	☆☆
└ Brock's Sandshrew	(C)	(F)	Lv20	#027	\$0.50	☆☆
└ Brock's Vulpix	(C)	(R)	Lv10	#037	\$0.50	☆☆☆
└ Brock's Zubat	(C)	(G)	Lv11	#041	\$0.50	☆☆☆
└ Brock	(R)	(T)	----	Trainer Card	\$3.50	☆☆
└ Brock's Protection	(R)	(T)	----	Trainer Card	\$3.00	☆☆
└ Brock's Method of Breeding	(U)	(T)	----	Trainer Card	\$1.00	☆☆☆☆
└ Remembrance	(U)	(T)	----	Trainer Card	\$1.00	☆☆
└ Nivi City Gym	(U)	(T)	----	Stadium Card	\$1.00	☆☆

Gym Leader Kasumi (Misty) Cards:

└ Misty's Golduck	(H)	(W)	Lv32	#055	\$9.00	☆☆
└ Misty's Gyarados	(H)	(W)	Lv42	#130	\$10.00	☆☆☆☆
└ Misty's Seadra	(H)	(W)	Lv30	#117	\$10.00	☆☆☆☆
└ Misty's Tentacruel	(H)	(W)	Lv30	#073	\$9.00	☆☆☆☆
└ Misty's Dewgong	(U)	(W)	Lv40	#087	\$1.00	☆☆☆☆
└ Misty's Poliwheel	(U)	(W)	Lv37	#061	\$1.00	☆☆☆☆
└ Misty's Tentacool	(U)	(W)	Lv16	#072	\$1.00	☆☆
└ Misty's Goldeen	(C)	(W)	Lv10	#118	\$0.50	☆☆
└ Misty's Horsea	(C)	(W)	Lv10	#116	\$0.50	☆☆
└ Misty's Horsea	(C)	(W)	Lv16	#116	\$0.50	☆☆
└ Misty's Magikarp	(C)	(W)	Lv05	#129	\$0.50	☆☆
└ Misty's Poliwhag	(C)	(W)	Lv16	#060	\$0.50	☆☆
└ Misty's Psyduck	(C)	(W)	Lv18	#054	\$0.50	☆☆☆☆
└ Misty's Seel	(C)	(W)	Lv14	#086	\$0.50	☆☆
└ Misty's Staryu	(C)	(W)	Lv16	#120	\$0.50	☆☆
└ Misty	(R)	(T)	----	Trainer Card	\$3.50	☆☆
└ Misty's Pleading	(R)	(T)	----	Trainer Card	\$3.00	☆☆
└ Misty's Rage	(U)	(T)	----	Trainer Card	\$1.00	☆☆☆☆
└ Misty's Tears	(C)	(T)	----	Trainer Card	\$0.50	☆☆
└ Misty's Game	(C)	(T)	----	Trainer Card	\$0.50	☆☆
└ Hanada City Gym	(U)	(T)	----	Stadium Card	\$1.00	☆☆

Gym Leader Mathisu (Lt. Surge) Cards:

└ Lt. Surge's Electabuzz	(H)	(L)	Lv28	#125	\$9.00	☆☆☆☆
└ Lt. Surge's Fearow	(H)	(C)	Lv30	#022	\$9.00	☆☆
└ Lt. Surge's Magnetron	(H)	(L)	Lv30	#082	\$8.00	☆☆
└ Lt. Surge's Jolteon	(R)	(L)	Lv62	#135	\$5.00	☆☆
└ Lt. Surge's Eevee	(U)	(C)	Lv10	#133	\$1.50	☆☆
└ Lt. Surge's Magnemite	(U)	(L)	Lv10	#081	\$1.00	☆☆
└ Lt. Surge's Raticate	(U)	(C)	Lv33	#020	\$1.00	☆☆
└ Lt. Surge's Magnemite	(C)	(L)	Lv12	#081	\$0.50	☆☆
└ Lt. Surge's Pikachu	(C)	(L)	Lv10	#025	\$0.50	☆☆
└ Lt. Surge's Rattata	(C)	(C)	Lv07	#019	\$0.50	☆☆
└ Lt. Surge's Spearow	(C)	(C)	Lv17	#021	\$0.50	☆☆
└ Lt. Surge's Voltorb	(C)	(L)	Lv12	#100	\$0.50	☆☆
└ Lt. Surge	(R)	(T)	----	Trainer Card	\$3.00	☆☆
└ Lt. Surge's Secret Operation	(R)	(T)	----	Trainer Card	\$3.00	☆☆
└ Spy Tactics	(U)	(T)	----	Trainer Card	\$1.00	☆☆
└ Lt. Surge's Negotiations	(U)	(T)	----	Trainer Card	\$1.00	☆☆
└ Energy Circulate	(C)	(T)	----	Trainer Card	\$0.50	☆☆
└ Kuchiba City Gym	(U)	(T)	----	Trainer Card	\$1.00	☆☆

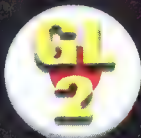
Pojo's Price Guide


**Gym Leaders
Expansion #1**
Continued


Poliwhirl



Graveler


**Gym Leaders
Expansion #2**

(Series 6)

★★★★★ A master card ★★★★★ Very useful ★★★★★ Average
★★★★ Limited uses ★★★★★ Keep in the shoebox

Gym Leader Erika Cards:

Card Name	Rarity	Type	Level	Character#	Price	Rating
□ Erika's Clefable	(H)	(C)	Lv35	#036	\$10.00	★★★★
□ Erika's Dragonair	(H)	(C)	Lv32	#148	\$10.00	★★★★
□ Erika's Vileplume	(H)	(G)	Lv34	#045	\$9.00	★★★★
□ Erika's Victreebel	(R)	(G)	Lv37	#071	\$5.00	★★★★
□ Erika's Bellsprout	(U)	(G)	Lv13	#069	\$1.00	★★★
□ Erika's Bulbasaur	(U)	(G)	Lv15	#001	\$1.50	★★★
□ Erika's Clefairy	(U)	(C)	Lv16	#035	\$1.50	★★
□ Erika's Dratini	(U)	(C)	Lv14	#147	\$1.00	★★★
□ Erika's Exeggcute	(U)	(G)	Lv15	#102	\$1.00	★★★★
□ Erika's Exeggutor	(U)	(G)	Lv31	#103	\$1.00	★★★★
□ Erika's Gloom	(U)	(G)	Lv24	#044	\$1.00	★★★★
□ Erika's Weepinbell	(U)	(G)	Lv26	#070	\$1.00	★★★★
□ Erika's Bellsprout	(C)	(G)	Lv15	#069	\$0.50	★★★
□ Erika's Jigglypuff	(C)	(C)	Lv13	#039	\$0.50	★★
□ Erika's Oddish	(C)	(G)	Lv10	#043	\$0.50	★★★★
□ Erika's Oddish	(C)	(G)	Lv15	#043	\$0.50	★★★
□ Erika's Paras	(C)	(G)	Lv17	#046	\$0.50	★★★
□ Erika's Tangela	(C)	(G)	Lv21	#114	\$0.50	★★
□ Erika	(R)	(T)	-----	Trainer Card	\$3.00	★★★★
□ Refined Criticism	(R)	(T)	-----	Trainer Card	\$3.00	★★
□ Erika's Kindness	(R)	(T)	-----	Trainer Card	\$3.00	★★★★
□ Erika's Perfume	(U)	(T)	-----	Trainer Card	\$1.00	★★★★
□ Proper Etiquette	(U)	(T)	-----	Trainer Card	\$1.00	★★★★
□ Erika's Attendants	(U)	(T)	-----	Trainer Card	\$1.00	★★★★
□ Tamamushi City Gym	(U)	(T)	-----	Stadium Card	\$1.00	★★

Team Rocket Cards:

□ Rocket's Hitmonchan	(H)	(F)	Lv29	#107	\$11.00	★★★★
□ Rocket's Moltres	(H)	(R)	Lv26	#146	\$11.00	★★★★
□ Rocket's Scyther	(H)	(G)	Lv23	#123	\$11.00	★★★★
□ Team Rocket's Trap	(H)	(T)	-----	Trainer Card	\$6.00	★★★★
□ TR's Special Instruction Gym	(R)	(T)	-----	Stadium Card	\$3.00	★★

Extra Stadium Cards:

□ Lowered Resistance Gym	(R)	(T)	-----	Stadium Card	\$3.00	★★★★
□ Removal Prohibition Gym	(R)	(T)	-----	Stadium Card	\$3.00	★★★★
□ Confusion Gym	(R)	(T)	-----	Stadium Card	\$3.00	★★★★
□ Small Gym	(C)	(T)	-----	Stadium Card	\$0.50	★

Miscellaneous Gym Leader Cards:

□ Imakuni's Doduo	(SR)	(C)	Lv15	#084	\$25.00	★★★
□ Chansey	(SU)	(C)	Lv38	#113	\$16.00	★★
□ Erika's Venusaur	(H)	(G)	Lv45	#003	\$12.00	★★★★
□ Lt. Surge's Raichu	(H)	(L)	Lv38	#026	\$12.00	★★★
□ Brock's Dugtrio	(R)	(F)	Lv27	#051	\$4.00	★★★★
□ Misty's Poliwrath	(R)	(W)	Lv43	#062	\$4.00	★★★★
□ Erika's Ivysaur	(U)	(G)	Lv22	#002	\$1.00	★★★★

Gym Leader Katsura (Blaine) Cards:

□ Blaine's Arcanine	(H)	(R)	Lv42	#059	\$12.50	★★★★
□ Blaine's Charizard	(H)	(R)	Lv50	#006	\$24.00	★★★
□ Blaine's Moltres	(H)	(R)	Lv44	#146	\$12.00	★★
□ Blaine's Ninetales	(R)	(R)	Lv27	#038	\$4.00	★★★★
□ Blaine's Charmeleon	(U)	(R)	Lv29	#005	\$1.50	★★★★
□ Blaine's Kangaskhan	(U)	(C)	Lv36	#115	\$1.50	★★
□ Blaine's Magmar	(U)	(R)	Lv29	#126	\$1.00	★★
□ Blaine's Rapidash	(U)	(R)	Lv31	#078	\$1.00	★★★★
□ Blaine's Charmander	(C)	(R)	Lv16	#004	\$0.75	★★★★
□ Blaine's Doduo	(C)	(C)	Lv17	#084	\$0.50	★★



Gym Leaders Expansion #2 Continued

Approximate date initially
released: Summer 1999

98 total cards:

1 Super Rare (Foil)

1 Super-Uncommon (non-Foil)

16 Rare (Foil)

16 Rare (non-Foil)

32 Uncommon (non-Foil)

32 Common (non-Foil)

Complete 98-card set \$180.00



Ivysaur



Kakuna

Card Name Rarity Type Level Character# Price Rating

Gym Leader Katsura (Blaine) Cards:

Blaine's Growlithe	(C)	(R)	Lv15	#058	\$0.50	☆☆
Blaine's Mankey	(C)	(F)	Lv14	#056	\$0.50	☆☆
Blaine's Ponyta	(C)	(R)	Lv13	#077	\$0.50	☆☆
Blaine's Rhyhorn	(C)	(F)	Lv26	#111	\$0.50	☆☆
Blaine's Tauros	(C)	(C)	Lv34	#128	\$0.50	☆☆
Blaine's Vulpix	(C)	(R)	Lv09	#037	\$0.50	☆☆
Blaine	(R)	(T)	-----	Trainer Card	\$3.50	☆☆
Blaine's Last Resort	(U)	(T)	-----	Trainer Card	\$1.00	☆☆
Blaine's Quiz 3	(U)	(T)	-----	Trainer Card	\$1.00	☆☆
Blaine's Gamble	(C)	(T)	-----	Trainer Card	\$0.50	☆☆
Guren Town Gym	(U)	(T)	-----	Stadium Card	\$1.00	☆☆

Gym Leader Natsume (Sabrina) Cards:

Sabrina's Alakazam	(H)	(P)	Lv44	#065	\$10.00	☆☆☆☆
Sabrina's Gengar	(H)	(P)	Lv39	#094	\$10.00	☆☆☆☆
Sabrina's Golduck	(R)	(W)	Lv33	#055	\$4.00	☆☆☆☆
Sabrina's Venomoth	(R)	(G)	Lv24	#049	\$4.00	☆☆☆☆
Sabrina's Gastly	(U)	(P)	Lv10	#092	\$1.00	☆☆☆☆
Sabrina's Haunter	(U)	(P)	Lv20	#093	\$1.00	☆☆☆☆
Sabrina's Hypno	(U)	(P)	Lv31	#097	\$1.00	☆☆☆☆
Sabrina's Jynx	(U)	(P)	Lv21	#124	\$1.00	☆☆
Sabrina's Kadabra	(U)	(P)	Lv41	#064	\$1.00	☆☆
Sabrina's Slowbro	(U)	(P)	Lv29	#080	\$1.00	☆☆
Sabrina's Abra	(C)	(P)	Lv11	#063	\$0.50	☆☆
Sabrina's Drowzee	(C)	(P)	Lv15	#096	\$0.50	☆☆
Sabrina's Mr. Mime	(C)	(P)	Lv20	#122	\$0.50	☆☆
Sabrina's Porygon	(C)	(C)	Lv17	#137	\$0.50	☆☆
Sabrina's Psyduck	(C)	(W)	Lv16	#054	\$0.50	☆☆
Sabrina's Slowpoke	(C)	(P)	Lv15	#079	\$0.50	☆☆
Sabrina's Venonat	(C)	(G)	Lv13	#048	\$0.50	☆☆
Sabrina	(R)	(T)	-----	Trainer Card	\$3.00	☆☆
Sabrina's ESP	(U)	(T)	-----	Trainer Card	\$1.00	☆☆
Sabrina's Psychic Control	(U)	(T)	-----	Trainer Card	\$1.00	☆☆
Sabrina's Eyes	(C)	(T)	-----	Trainer Card	\$0.50	☆☆
Yamabuki City Gym	(U)	(T)	-----	Stadium Card	\$1.00	☆☆

Gym Leader Kyou (Koga) Cards:

Koga's Beedrill	(H)	(G)	Lv34	#015	\$9.00	☆☆☆☆
Koga's Ditto	(H)	(C)	Lv12	#132	\$10.00	☆☆☆☆
Koga's Arbok	(R)	(G)	Lv44	#024	\$4.00	☆☆
Koga's Muk	(R)	(G)	Lv38	#089	\$4.00	☆☆
Koga's Pidgeotto	(R)	(C)	Lv34	#017	\$4.00	☆☆
Koga's Golbat	(U)	(G)	Lv27	#042	\$1.00	☆☆
Koga's Kakuna	(U)	(G)	Lv21	#014	\$1.50	☆☆
Koga's Koffing	(U)	(G)	Lv15	#109	\$1.00	☆☆
Koga's Pidgey	(U)	(C)	Lv09	#016	\$1.00	☆☆
Koga's Weezing	(U)	(G)	Lv31	#110	\$1.00	☆☆
Koga's Ekans	(C)	(G)	Lv17	#023	\$0.50	☆☆
Koga's Grimer	(C)	(G)	Lv19	#088	\$0.50	☆☆
Koga's Koffing	(C)	(G)	Lv10	#109	\$0.50	☆☆
Koga's Pidgey	(C)	(C)	Lv15	#016	\$0.50	☆☆
Koga's Tangela	(C)	(G)	Lv16	#114	\$0.50	☆☆
Koga's Weedle	(C)	(G)	Lv13	#013	\$0.50	☆☆
Koga's Zubat	(C)	(G)	Lv14	#041	\$0.50	☆☆
Koga	(R)	(T)	-----	Trainer Card	\$3.00	☆☆
Koga's Abnormal Body Skill	(U)	(T)	-----	Trainer Card	\$5.00	☆☆
Invisible Wall	(C)	(T)	-----	Trainer Card	\$0.50	☆☆
Trash Exchange	(C)	(T)	-----	Trainer Card	\$0.50	☆☆
Sekichiku City Gym	(U)	(T)	-----	Stadium Card	\$1.00	☆☆

Pojo's Price Guide



Gym Leaders Expansion #2 Continued



Golbat

Card Name	Rarity	Type	Level	Character#	Price	Rating
Gym Leader Sakaki (Giovanni) Cards:						
□ Giovanni's Gyarados	(H)	(W)	Lv40	#130	\$10.00	☆☆☆
□ Giovanni's Machop	(H)	(F)	Lv50	#068	\$10.00	☆☆☆☆
□ Giovanni's Nidoking	(H)	(G)	Lv58	#034	\$11.00	☆☆☆☆
□ Giovanni's Persian	(H)	(C)	Lv23	#053	\$10.00	☆☆
□ Giovanni's Nidoqueen	(R)	(G)	Lv51	#031	\$4.00	☆☆☆☆
□ Giovanni's Pinsir	(R)	(G)	Lv27	#127	\$4.00	☆☆
□ Giovanni's Machoke	(U)	(F)	Lv36	#067	\$1.00	☆☆
□ Giovanni's Meowth	(U)	(C)	Lv12	#052	\$1.00	☆☆
□ Giovanni's Nidorina	(U)	(G)	Lv35	#030	\$1.00	☆☆
□ Giovanni's Nidorino	(U)	(G)	Lv32	#033	\$1.00	☆☆
□ Giovanni's Machop	(C)	(F)	Lv18	#033	\$0.50	☆☆
□ Giovanni's Magikarp	(C)	(W)	Lv09	#129	\$0.50	☆☆
□ Giovanni's Meowth	(C)	(C)	Lv17	#052	\$0.50	☆☆
□ Giovanni's Nidoran (F)	(C)	(G)	Lv11	#029	\$0.50	☆☆
□ Giovanni's Nidoran (M)	(C)	(G)	Lv14	#032	\$0.50	☆☆
□ Giovanni	(H)	(T)	-----	Trainer Card	\$8.00	☆
□ Giovanni's Last Resort	(R)	(T)	-----	Trainer Card	\$2.50	☆☆
□ Warp Point	(C)	(T)	-----	Trainer Card	\$0.50	☆☆☆☆
□ Tokiwa City Gym	(R)	(T)	-----	Stadium Card	\$2.50	☆☆

Team Rocket Cards:

□ Rocket's Mewtwo	(H)	(P)	Lv35	#150	\$13.00	☆☆☆☆
□ Rocket's Zapdos	(H)	(L)	Lv34	#145	\$11.00	☆☆☆☆
□ Rocket's Snorlax	(R)	(C)	Lv40	#143	\$4.00	☆☆
□ Rocket Member	(U)	(T)	-----	Trainer Card	\$1.00	☆☆
□ Rocket's Experiment	(U)	(T)	-----	Trainer Card	\$1.00	☆☆
□ Tickle Machine	(U)	(T)	-----	Trainer Card	\$1.00	☆☆
□ Rocket's Explosive Gym	(U)	(T)	-----	Stadium Card	\$1.00	☆☆



Neo Cards

96 total cards:

16 Rare (Foil)

16 Rare (non-Foil)

32 Uncommon (non-Foil)

32 Common (non-Foil)

Complete 98-card set \$190.00



Chikorita

Card Name	Type	Level	Character#	Price	Rating
□ Bakufoun	(H)	Lv55	#157	\$8.00	☆☆☆☆
□ Denryuu	(H)	Lv40	#181	\$9.00	☆☆☆☆
□ Eamuudo	(H)	Lv30	#227	\$7.00	☆☆☆☆
□ Haganeeru	(H)	Lv64	#208	\$7.00	☆☆☆☆
□ Herakurosu	(H)	Lv28	#214	\$8.00	☆☆☆☆
□ Kingdora	(H)	Lv50	#230	\$7.50	☆☆☆☆
□ Kireihana	(H)	Lv36	#182	\$8.00	☆☆
□ Lugia	(H)	Lv45	#249	\$22.50	☆☆☆☆
□ Mariruri	(H)	Lv29	#184	\$12.00	☆☆☆☆
□ Meganiumu	(H)	Lv57	#154	\$8.00	☆☆☆☆
□ Oodairu	(H)	Lv56	#160	\$8.00	☆☆
□ Pichu	(H)	Lv05	#172	\$20.00	☆☆
□ Slowking	(H)	Lv39	#199	\$8.00	☆☆
□ Togechikku	(H)	Lv31	#176	\$12.50	☆☆
□ Wanekko	(H)	Lv35	#189	\$8.00	☆☆
□ Bubii	(R)	Lv05	#240	\$5.00	☆☆
□ Donphan	(R)	Lv34	#232	\$4.00	☆☆
□ Erekidodo	(R)	Lv06	#239	\$6.00	☆☆☆☆
□ Nyuura	(R)	Lv34	#215	\$6.00	☆☆☆☆
□ Pii	(R)	Lv06	#173	\$5.00	☆☆☆☆
□ Yamikarasu	(R)	Lv25	#198	\$6.00	☆☆
□ Ariadosu	(U)	Lv29	#168	\$1.00	☆☆
□ Arigeitsu	(U)	Lv34	#159	\$1.50	☆☆
□ Beiriifu	(U)	Lv39	#153	\$1.00	☆☆
□ Clefairy	(U)	Lv19	#035	\$1.00	☆☆
□ Eipamu	(U)	Lv18	#190	\$1.00	☆☆
□ Electabuzz	(U)	Lv38	#125	\$1.00	☆☆
□ Gloom	(U)	Lv26	#044	\$1.00	☆☆

A master card
 Very useful
 Average
 Limited uses
 Keep in the shoebox



Neo Cards Continued



Beiriku



Waninoko

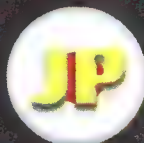


Bakufun

Card Name	Type	Level	Character#	Price	Rating
□ Gomazou	(U)	Lv11	#231	\$1.00	☆☆
□ Guranburu	(U)	Lv33	#210	\$1.00	☆☆
□ Inomuu	(U)	Lv36	#221	\$1.00	☆☆☆☆
□ Kimawari	(U)	Lv36	#192	\$1.00	☆☆☆☆
□ Magmar	(U)	Lv37	#126	\$1.00	☆☆☆☆
□ Magumarashi	(U)	Lv35	#156	\$1.00	☆☆☆☆
□ Mirutank	(U)	Lv32	#241	\$1.00	☆☆☆☆
□ Mokoko	(U)	Lv26	#180	\$1.00	☆☆
□ Neitio	(U)	Lv45	#178	\$1.00	☆☆☆☆
□ Nuoo	(U)	Lv33	#195	\$1.00	☆☆
□ Ootachi	(U)	Lv27	#162	\$1.00	☆☆
□ Popokko	(U)	Lv28	#188	\$1.50	☆☆
□ Rantaan	(U)	Lv26	#171	\$1.00	☆☆
□ Redian	(U)	Lv32	#166	\$1.00	☆☆☆☆
□ Seadra	(U)	Lv36	#117	\$1.00	☆☆☆☆
□ Togepi	(U)	Lv14	#175	\$2.50	☆☆☆☆
□ Yorunozoku	(U)	Lv23	#164	\$1.00	☆☆☆☆
□ Buruu [Snubble]	(C)	Lv19	#209	\$0.50	☆☆
□ Chikoriita	(C)	Lv12	#152	\$0.50	☆☆
□ Chonchii	(C)	Lv12	#170	\$0.50	☆☆☆☆
□ Guraigaa	(C)	Lv31	#207	\$0.50	☆☆☆☆
□ Hanekko	(C)	Lv21	#187	\$0.50	☆☆
□ Himanattsu	(C)	Lv16	#191	\$0.50	☆☆☆☆
□ Hinoarashi	(C)	Lv21	#155	\$0.50	☆☆
□ Hoofoo	(C)	Lv17	#163	\$0.50	☆☆
□ Horsea	(C)	Lv22	#116	\$0.50	☆☆
□ Itomaru	(C)	Lv15	#167	\$0.50	☆☆
□ Kirinriki	(C)	Lv30	#203	\$0.50	☆☆☆☆
□ Mantain	(C)	Lv31	#226	\$0.50	☆☆☆☆
□ Mariru [Marril]	(C)	Lv09	#183	\$1.50	☆☆
□ Meripu	(C)	Lv12	#179	\$0.50	☆☆
□ Neiti	(C)	Lv10	#177	\$0.50	☆☆
□ Oddish	(C)	Lv07	#043	\$0.50	☆☆
□ Odoshishi	(C)	Lv29	#234	\$0.50	☆☆☆☆
□ Onix	(C)	Lv22	#095	\$0.50	☆☆
□ Otachi	(C)	Lv13	#161	\$0.50	☆☆
□ Pikachu	(C)	Lv15	#025	\$1.00	☆☆☆☆
□ Rediba	(C)	Lv19	#165	\$0.50	☆☆☆☆
□ Slowpoke	(C)	Lv20	#079	\$0.50	☆☆
□ Togepi	(C)	Lv14	#175	\$0.50	☆☆☆☆
□ Tsubotsubo	(C)	Lv32	#213	\$0.50	☆☆
□ Upaa	(C)	Lv18	#194	\$0.50	☆☆☆☆
□ Urimuu	(C)	Lv08	#220	\$0.50	☆☆☆☆
□ Usokki	(C)	Lv29	#185	\$0.50	☆☆
□ Waninoko	(C)	Lv20	#158	\$0.50	☆☆
□ Ecolo Gym	(R)	-----	Trainer Card	\$3.00	☆☆☆☆
□ Energy Charge	(R)	-----	Trainer Card	\$3.00	☆☆
□ Kurumi	(R)	-----	Trainer Card	\$3.00	☆☆
□ PokéGear	(R)	-----	Trainer Card	\$3.00	☆☆
□ Spirit Headband	(R)	-----	Trainer Card	\$3.00	☆☆
□ Super Energy Retrieval	(R)	-----	Trainer Card	\$3.00	☆☆☆☆
□ Time Capsule	(R)	-----	Trainer Card	\$3.00	☆☆☆☆
□ Bellsprout Temple	(U)	-----	Trainer Card	\$1.00	☆☆
□ Bill's Transport Machine	(U)	-----	Trainer Card	\$1.00	☆☆☆☆
□ Card Turning Game	(U)	-----	Trainer Card	\$1.00	☆☆
□ Golden Nut	(U)	-----	Trainer Card	\$1.00	☆☆☆☆
□ Miracle Nut	(U)	-----	Trainer Card	\$1.00	☆☆
□ New Pokédex	(U)	-----	Trainer Card	\$1.00	☆☆
□ Professor Utsugi	(U)	-----	Trainer Card	\$1.00	☆☆☆☆
□ Slot Game	(U)	-----	Trainer Card	\$3.00	☆☆

PoJo's Price Guide**Neo Cards
Continued**

Card Name	Type	Level	Character#	Price	Rating
<input type="checkbox"/> Super Scoop Up	(U)	----	Trainer Card	\$1.00	☆☆☆
<input type="checkbox"/> Fishing Pole	(C)	----	Trainer Card	\$0.50	☆☆☆
<input type="checkbox"/> Moomoo Milk	(C)	----	Trainer Card	\$0.50	☆☆☆
<input type="checkbox"/> Nut	(C)	----	Trainer Card	\$0.50	☆☆☆
<input type="checkbox"/> Pokémon March	(C)	----	Trainer Card	\$0.50	☆☆☆☆
<input type="checkbox"/> Pokémon Swap	(C)	----	Trainer Card	\$0.50	☆☆☆☆
<input type="checkbox"/> Steel Energy	(H)	----	Energy Card	\$9.00	☆☆☆☆
<input type="checkbox"/> Evil Energy	(R)	----	Energy Card	\$5.00	☆☆☆☆
<input type="checkbox"/> Recycle Energy	(R)	----	Energy Card	\$4.00	☆☆☆☆

**Japanese Promo Cards****Japanese Neo
Premium Cards**

Neo Premium Card File was released in Japan on December 10, 1999. This promotional product was a "sneak peek" of the seventh expansion series, Neo.

Card Name	Type	Level	Character#	Price
<input type="checkbox"/> Chikorita	(G)	Lv19	#152	\$1.00
<input type="checkbox"/> Beirifu	(G)	Lv33	#153	\$1.00
<input type="checkbox"/> Meganiumu (holo)	(G)	Lv54	#154	\$4.00
<input type="checkbox"/> Hinoarashi	(F)	Lv14	#155	\$1.00
<input type="checkbox"/> Magumarashi	(F)	Lv28	#156	\$1.00
<input type="checkbox"/> Bakufuun (holo)	(F)	Lv57	#157	\$4.00
<input type="checkbox"/> Waninoko	(W)	Lv13	#158	\$1.00
<input type="checkbox"/> Arigeitsu	(W)	Lv41	#159	\$1.00
<input type="checkbox"/> Oodairu (holo)	(W)	Lv69	#160	\$4.00

**CoroCoro
Comics Neo
Premium
Cards**

Card Name	Type	Price
<input type="checkbox"/> Togepi	1999 Issue #6	\$100.00
<input type="checkbox"/> Upa	2000 Issue #1	\$15.00

FOUR CARDS IN ALL

<input type="checkbox"/> Marril	1999 Issue #7	\$90.00
<input type="checkbox"/> Pii	2000 Issue #2	\$15.00

CoroCoro is a comic magazine published monthly (along with another version, Hyper CoroCoro, issued quarterly) in Japan. These comic books have been the source of many Pocket Monster promo cards in the past, and beginning in 1999 they started publishing the first of the "Neo" Pocket Monsters cards. There are no rarity symbols on these cards (as they are all from a fixed set).

**Pokémon
Card Trainers
Promo**

Card Name	Type	Level	Character#	Price
<input type="checkbox"/> Yamikarasu (Evil)		Lv22	#198	\$12.00
<input type="checkbox"/> Evil Energy (Energy)		--	--	\$8.00

Two promo cards were included in a December 1999 issue of *Pokémon Card Trainers Magazine*, a Japanese publication devoted to the Pokémon TCG. The cards have a striking black-metallic look and introduce a brand-new type of Pokémon.

**Tropical Island
& Rainbow Sets**

Approximate date initially released: July 1999

Available in fixed set, three-card promotional pack. Release timed with Pikachu's summer vacation in Japan. No rarity symbols on these cards (they are fixed sets).

☆☆☆☆ Limited uses ☆☆☆ Very useful ☆☆☆ Average
Keep in the shoebox

Card Name	Type	Level	Character#	Price
-----------	------	-------	------------	-------

Tropical Island "Jungle" Set - (Tropical Set #1)

<input type="checkbox"/> Vileplume (holographic)	(G)	Lv25	#045	\$9.00
<input type="checkbox"/> Lickitung	(C)	Lv25	#108	\$1.50
<input type="checkbox"/> Primeape	(F)	Lv26	#057	\$1.50

Tropical Island "Beach" Set - (Tropical Set #2)

<input type="checkbox"/> Slowking (holographic)	(P)	Lv36	#199	\$9.00
<input type="checkbox"/> Exeggutor	(G)	Lv27	#103	\$1.50
<input type="checkbox"/> Wartortle	(W)	Lv20	#008	\$1.50

Tropical Island "Sea" Set - (Tropical Set #3)

<input type="checkbox"/> Marril (holographic)	(W)	Lv10	----	\$14.00
<input type="checkbox"/> Tentacruel	(W)	Lv30	#073	\$1.50
<input type="checkbox"/> Lapras	(W)	Lv30	#131	\$1.50

Tropical Island & Rainbow Sets

Continued

Card Name	Type	Level	Character#	Price
Tropical Island "Sky" Set - (Rainbow Set #1)				
☐ Mew (holographic) (P)		Lv05	#151	\$16.00
☐ Pidgeot (C)		Lv39	#018	\$1.50
☐ Onix (F)		Lv40	#095	\$1.50
Tropical Island "Riverside" Set - (Rainbow Set #2)				
☐ Togepi (holographic) (C)		Lv10	----	\$12.00
☐ Ivysaur (G)		Lv23	#002	\$1.50
☐ Raticate (C)		Lv25	#020	\$1.50
Tropical Island "Field of Flowers" Set - (Rainbow Set #3)				
☐ Rediba (holographic) (C)		Lv12	----	\$9.00
☐ Jigglypuff (G)		Lv10	#039	\$1.50
☐ Butterfree (C)		Lv37	#012	\$1.50

Japanese Promo Cards

Level

TRN = Trainer

STA = Trainer - Stadium Card

TRPI = Trainer - Pokémon Item

TRSM = Trainer - Team Rocket's

Secret Mecha.

*Giant cards are unplayable.

How rare are these cards?

C — Very easy to find
practically everywhere

B — You've got to
scrounge around

A — Very hard to find. You've
got to go to a specialty dealer

N/A = Price not available
at time of printing



CoroCoro Upaa

Name	Level	Rarity	Where to Obtain	Price
☐ Pikachu	16	B	CoroCoro Comics, Nov. '96 Issue	\$30.00
☐ Jigglypuff	13	B	CoroCoro Comics, Nov. '96 Issue	\$20.00
☐ Mew	8	B	CoroCoro Comics, Feb. '97 Issue	\$20.00
☐ Mewtwo	60	B	CoroCoro Comics, Jun. '97 Issue	\$20.00
☐ Pikachu/Jigglypuff/Clefairy		A	CoroCoro Comics, Jul. '97 Issue	\$70.00
☐ Surfing Pikachu	13	A	CoroCoro Comics, Sep. '97 Issue	\$75.00
☐ Imakuni?	TRN	B	CoroCoro Comics, Sep. '97 Issue	\$20.00
☐ Zapdos/Articuno/Moltres		A	CoroCoro Comics, Oct. '97 Issue	\$40.00
☐ Flying Pikachu	12	A	CoroCoro Comics, Nov. '97 Issue	\$75.00
☐ Meowth	14	B	CoroCoro Comics, Jan. '98 Issue	\$15.00
☐ PC's Escape!	TRN	B	CoroCoro Comics, Jan. '98 Issue	\$10.00
☐ Brock's Onix	41	B	CoroCoro Comics, Mar. '98 Issue	\$12.00
☐ Misty's Staryu	16	B	CoroCoro Comics, Mar. '98 Issue	\$12.00
☐ Farfetch'd	20	B	CoroCoro Comics, Apr. '98 Issue	\$15.00
☐ Cubone	15	B	CoroCoro Comics, Apr. '98 Issue	\$12.00
☐ Jynx	22	B	CoroCoro Comics, Apr. '98 Issue	\$12.00
☐ Mewtwo Strikes Back		B	CoroCoro Comics, May '98 Issue	\$40.00
☐ Pika's Summer Vacation		B	CoroCoro Comics, June '98 Issue	\$40.00
☐ Surge's Electabuzz	22	C	CoroCoro Comics, Aug. '98 Issue	\$12.00
☐ Erika's Dratini	14	C	CoroCoro Comics, Aug. '98 Issue	\$12.00
☐ Pokémon Plaza	STA	B	CoroCoro Comics, Oct. '98 Issue	\$15.00
☐ Brock's Mankey	12	C	CoroCoro Comics, Dec. '98 Issue	\$12.00
☐ Misty's Tentacool	16	C	CoroCoro Comics, Dec. '98 Issue	\$12.00
☐ Surge's Jolteon	32	C	CoroCoro Comics, Dec. '98 Issue	\$12.00
☐ Erika's Bulbasaur	15	C	CoroCoro Comics, Dec. '98 Issue	\$12.00
☐ Meowth	13	C	CoroCoro Comics, Feb. '99 Issue	\$15.00
☐ Blaine's Growlithe	17	C	CoroCoro Comics, Mar. '99 Issue	\$12.00
☐ Sabrina's Abra	12	C	CoroCoro Comics, Mar. '99 Issue	\$12.00
☐ Togepi	8	C	CoroCoro Comics, Jun. '99 Issue	\$100.00
☐ Maril	17	C	CoroCoro Comics, Jul. '99 Issue	\$90.00
☐ Pokémon Valley	TRN	C	CoroCoro Comics, Sp. Ed., Aug. '99 Issue	\$15.00
☐ Jirarudan	TRN	C	CoroCoro Comics, Aug. '99 Issue	\$20.00
☐ Giovanni's Nidoking	50	C	CoroCoro Comics, Aug. '99 Issue	\$10.00
☐ Koga's Ninja Gym	STA	C	CoroCoro Comics, Aug. '99 Issue	\$10.00
☐ Hamachan's Yadokingu		C	CoroCoro Comics, Sep. '99 Issue	\$10.00
☐ Upaa	12	C	CoroCoro Comics, Jan. '00 Issue	\$15.00
☐ Pii	5	C	CoroCoro Comics, Mar. '00 Issue	\$15.00
☐ Charizard	78	C	CoroCoro Comics, Apr. '00 Issue	\$20.00
☐ Pikachu	16	B	"Suguwakaru" Playing Pokémon Cards	\$250.00
☐ Jigglypuff	12	B	"Suguwakaru" Playing Pokémon Cards	\$40.00
☐ Diglett	16	A	"Suguwakaru" Playing Pokémon Cards Ver.2	\$5.00
☐ Dugtrio	40	A	"Suguwakaru" Playing Pokémon Cards Ver.2	\$5.00
☐ Dark Persian	28	B	Pokémon Fan Club Magazine, Issue No.3	\$10.00
☐ Tag Team!	TRN	B	Pokémon Fan Club Magazine, Issue No.5	\$10.00
☐ Pikachu	9	C	Pokémon Card Trainers Magazine, Issue 1	\$18.00

Pojo's Price Guide

Japanese Promo Cards

continued



Pokémon Best Collection CD Meowth



Ancient Mew

Name	Level	Rarity	Where to Obtain	Price
☐ Exeggutor		C	Pokémon Card Trainers Magazine, Issue 3	\$8.00
☐ Yamikarasu	32	C	Pokémon Card Trainers Magazine, Issue 4	\$6.00
☐ Evil Energy	ENRG	C	Pokémon Card Trainers Magazine, Issue 4	\$3.00
☐ Haganeru	???	C	Pokémon Card Trainers Magazine, Issue 5	\$8.00
☐ Mankey	8	C	Pokémon Natta Wake Comic, Issue 1	\$8.00
☐ Psyduck	15	C	Pokémon Natta Wake Comic, Issue 2	\$7.00
☐ Jynx	18	C	Pokémon Natta Wake Comic, Issue 3	\$7.00
☐ Magikarp	10	A	"Hyper Professor" Magazine Contest	\$5.00
☐ Electabuzz	20	C	Pokémon Pocket-style Card File	\$7.00
☐ Slowpoke	9	C	Pokémon Card Playmat	\$15.00
☐ Mewtwo	60	B	Pokémon Public Fan Book	\$30.00
☐ Super Energy Retrieval	TRN	B	Pokémon Public Fan Book	\$30.00
☐ Attractive Porygon	15	C	Pokémon Best Collection CD	\$8.00
☐ Cuisine Snorlax	50	C	Pokémon Best Collection CD	\$9.00
☐ Charizard	76	C	Pokémon Best Collection CD	\$20.00
☐ Venusaur	67	C	Pokémon Best Collection CD	\$10.00
☐ Blastoise	52	C	Pokémon Best Collection CD	\$10.00
☐ Arcanine	34	C	Pokémon Best Collection CD	\$8.00
☐ Mewtwo	30	C	Pokémon Best Collection CD	\$8.00
☐ Mew	25	C	Pokémon Best Collection CD	\$10.00
☐ Super Energy Retrieval	TRN	C	Pokémon Best Collection CD	\$6.00
☐ PC's Escape!	TRSM	C	Pokémon Best Collection CD	\$6.00
☐ Pikachu	12	C	Pokémon Best Collection CD	\$10.00
☐ Misty's Treatment	TRN	B	"Riding on Lapras" CD	\$15.00
☐ Team Rocket's Meowth	11	C	"Meowth's Song" CD	\$25.00
☐ Dragonite	41	C	CGB Version of Pokémon TCG	\$20.00
☐ Venusaur	64	C	Pokémon TCG for Game Boy Guide	\$13.00
☐ _____'s Pikachu	17	A	Pokémon 2nd Anniversary Calendar	\$400.00
☐ Chikorita	19	C	Pokémon Neo Card Binder	\$3.00
☐ Beileaf	33	C	Pokémon Neo Card Binder	\$3.00
☐ Meganimu	54	C	Pokémon Neo Card Binder	\$5.00
☐ Hinoarashi	14	C	Pokémon Neo Card Binder	\$5.00
☐ Magumarashi	28	C	Pokémon Neo Card Binder	\$3.00
☐ Bakufun	57	C	Pokémon Neo Card Binder	\$3.00
☐ Wandinoko	13	C	Pokémon Neo Card Binder	\$3.00
☐ Arigeitsu	47	C	Pokémon Neo Card Binder	\$3.00
☐ Oodairu	69	C	Pokémon Neo Card Binder	\$5.00
☐ Porygon	17	A	Pokémon Card Trainers Club, 700 Points	\$150.00
☐ Eevee	7	A	Pokémon Card Trainers Club, 500 Points	\$150.00
☐ Pikachu	13	B	World Hobby Fair '98	\$50.00
☐ Mew	25	B	World Hobby Fair '98	\$20.00
☐ Mewtwo	30	B	World Hobby Fair '98	\$20.00
☐ Chikorita	12	C	World Hobby Fair '99	\$5.00
☐ Wandinoko	20	C	World Hobby Fair '99	\$5.00
☐ Hinoarashi	21	C	World Hobby Fair '99	\$5.00
☐ Nut	TRPI	A	Challenge Road 2000	\$25.00
☐ Miracle Nut	TRPI	A	Challenge Road 2000	\$25.00
☐ Ancient Mew		B	Revelation Lugia Movie	\$150.00
☐ Surfing Pikachu	13	A	Japan Railway Stamp Campaign	\$250.00
☐ Mew	8	A	Japan Railway Stamp Campaign	\$180.00
☐ Dragonite	43	A	ANA Pokémon Jet Campaign '98	\$70.00
☐ Flying Pikachu	12	A	ANA Pokémon Jet Campaign '98	\$150.00
☐ Articuno	34	A	ANA Pokémon Jet Campaign '99	\$50.00
☐ Zapdos	30	A	ANA Pokémon Jet Campaign '99	\$50.00
☐ Moltres	33	A	ANA Pokémon Jet Campaign '99	\$50.00
☐ Flying Pikachu	11	A	ANA Pokémon Jet Campaign '99	\$60.00
☐ Pikachu	16	B	Toyota Auto Shop Campaign	\$80.00
☐ Arcanine	34	B	Toyota Auto Shop Campaign	\$15.00
☐ Attractive Porygon	15	B	N64 Promotion	\$6.00
☐ Cuisine Snorlax	50	B	N64 Promotion	\$6.00
☐ Charizard	76	C	Torikaekko Priz Campaign	\$20.00

Japanese Promo Cards

continued

Name	Level	Rarity	Where to Obtain	Price
☐ Venusaur	67	C	Torikaekko Priz Campaign	\$20.00
☐ Blastoise	52	C	Torikaekko Priz Campaign	\$20.00
☐ Torikaekko Priz!	TRN	A	Torikaekko Priz Campaign	\$150.00
☐ Golem	37	A	Link Cable Evolution Campaign	\$200.00
☐ Machop	54	A	Link Cable Evolution Campaign	\$150.00
☐ Gengar	40	A	Link Cable Evolution Campaign	\$200.00
☐ Alakazam	45	A	Link Cable Evolution Campaign	\$150.00
☐ Omastar	36	A	Link Cable Evolution Campaign	\$200.00
☐ Kangaskhan	40	A	Kangaskhan Parent/Kid Tournament	\$1000.00
☐ Tropical Wonder	TRN	A	Tropical Mega Battle Tournament	\$3000-5000.00

Vending Machine Cards

These cards were only available in vending machines across Japan. The cards were printed on three-card, glossy sheets and feature a black-and-white Pokéball.

- Series 1 (36 cards, blue sheet)
- Series 2 (36 cards, red sheet)
- Series 3 (36 cards, green sheet)



Card Name	Card #	Type	Level	Price
Japanese Vending Sheet 1				
☐ Geodude	74	F	15	\$6.00-8.00
☐ Charmander	4	R	15	\$4.00-6.00
☐ Rapidash	78	R	30	\$5.00-7.00
☐ Bulbasaur	1	G	15	\$5.00-7.00
☐ Caterpie	10	G	12	\$2.00-4.00
☐ Metapod	11	G	20	\$5.00-7.00
☐ Weedle	13	G	15	\$2.00-4.00
☐ Kakuna	14	G	20	\$4.00-6.00
☐ Nidoran (F)	29	G	12	\$4.00-6.00
☐ Nidoran (M)	32	G	22	\$4.00-6.00
☐ Zubat	41	G	12	\$4.00-6.00
☐ Golbat	42	G	25	\$5.00-7.00
☐ Paras	46	G	15	\$4.00-6.00
☐ Parasect	47	G	29	\$4.00-6.00
☐ Pinsir	127	G	15	\$5.00-7.00
☐ Pikachu	25	L	5	\$13.00-15.00
☐ Abra	63	P	8	\$6.00-8.00
☐ Mr. Mime	112	P	20	\$6.00-8.00
☐ Mewtwo	150	P	54	\$18.00-20.00
☐ Squirtle	7	W	15	\$4.00-6.00
☐ Poliwhag	60	W	15	\$4.00-6.00
☐ Poliwhirl	61	W	30	\$8.00-10.00
☐ Poliwrath	62	W	40	\$5.00-7.00
☐ Pidgey	16	C	10	\$4.00-6.00
☐ Rattata	19	C	15	\$4.00-6.00
☐ Clefairy	35	C	8	\$8.00-10.00
☐ Wigglytuff	40	C	40	\$6.00-8.00
☐ Doduo	84	C	10	\$4.00-6.00
☐ Dodrio	85	C	25	\$5.00-7.00
☐ Lickitung	108	C	20	\$5.00-7.00
☐ Chansey	113	C	40	\$6.00-8.00
☐ Eevee	133	C	5	\$6.00-8.00
☐ Porygon	137	C	18	\$3.00-5.00
☐ Snorlax	143	C	35	\$6.00-8.00
☐ Moon Stone		Trainer		\$2.00-4.00
☐ Fossil Find		Trainer		\$2.00-4.00
Japanese Vending Sheet 2				
☐ Sandshrew	27	F	15	\$5.00-7.00
☐ Machop	66	F	18	\$5.00-7.00
☐ Machoke	67	F	28	\$5.00-7.00
☐ Graveler	75	F	28	\$6.00-8.00
☐ Onix	95	F	25	\$4.00-6.00

PoJo's Price Guide

Vending Machine Cards
continued

Wigglytuff



Seel

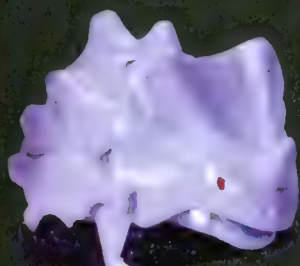
Card Name	Card #	Type	Level	Price
Marowak	105	F	25	\$5.00-7.00
Hitmonlee	106	F	23	\$8.00-10.00
Hitmonchan	107	F	23	\$6.00-8.00
Kabuto	140	F	22	\$6.00-8.00
Aerodactyl	142	F	30	\$10.00-12.00
Moltres	143	R	37	\$10.00-12.00
Venomoth	49	G	22	\$5.00-7.00
Grimer	88	G	15	\$5.00-7.00
Koffing	109	G	16	\$5.00-7.00
Tangela	114	G	15	\$5.00-7.00
Raichu	26	L	32	\$8.00-10.00
Magnemite	81	L	15	\$5.00-7.00
Magneton	82	L	30	\$5.00-7.00
Voltorb	100	L	8	\$5.00-7.00
Electabuzz	125	L	22	\$5.00-7.00
Zapdos	145	L	28	\$10.00-12.00
Jynx	124	P	18	\$5.00-7.00
Seel	86	W	10	\$5.00-7.00
Dewgong	87	W	24	\$4.00-6.00
Shellder	90	W	16	\$5.00-7.00
Krabby	98	W	17	\$5.00-7.00
Lapras	131	W	24	\$5.00-7.00
Omanyte	138	W	20	\$8.00-10.00
Articuno	144	W	34	\$10.00-12.00
Spearow	21	C	12	\$5.00-7.00
Fearow	22	C	34	\$5.00-7.00
Ditto	132	C	15	\$6.00-8.00
Flash		Trainer		\$2.00-4.00
Master Ball		Trainer		\$2.00-4.00
Max Revive		Trainer		\$2.00-4.00
Effect Guard		Trainer		\$2.00-4.00

Japanese Vending Sheet 3:

Sandslash	28	F	35	\$5.00-7.00
Graveler	75	F	27	\$5.00-7.00
Cubone	104	F	14	\$3.00-5.00
Rhydon	112	F	37	\$5.00-7.00
Growlithe	58	R	16	\$4.00-6.00
Ponyta	77	R	8	\$5.00-7.00
Magmar	126	R	27	\$6.00-8.00
Arbok	24	G	30	\$5.00-7.00
Nidorina	30	G	22	\$5.00-7.00
Nidorino	33	G	33	\$5.00-7.00
Venonat	48	G	15	\$3.00-5.00
Bellsprout	69	G	10	\$5.00-7.00
Weepinbel	70	G	23	\$5.00-7.00
Scyther	123	G	23	\$8.00-10.00
Kadabra	64	P	39	\$5.00-7.00
Kadabra	64	P	40	\$5.00-7.00
Gastly	92	P	13	\$3.00-5.00
Haunter	93	P	25	\$4.00-6.00
Haunter	93	P	26	\$5.00-7.00
Hypno	97	P	30	\$5.00-7.00
Mewtwo	150	P	67	\$9.00-11.00
Golduck	55	W	28	\$5.00-7.00
Horsea	116	W	20	\$5.00-7.00
Seadra	117	W	26	\$5.00-7.00
Saryu	120	W	17	\$5.00-7.00
Pokémon Retransfer		Trainer		\$5.00-7.00
Pokémon Tower		Trainer		\$5.00-7.00

Other Cards & Toys

Other Cards & Toys



Rhyhorn



Pikachu



Ivysaur

Action Flipz

Release date: June 1999. These 2-by-2 inch mini cards are a licensed Nintendo product made by Artbox. The complete set consists of one Rare Flipz card, four Special Flipz, 40 Action Flipz and 24 stickers. The common Action Flipz feature a Pokémon monster that transforms into its second evolution by tilting the card.

Common Card range \$0.25-0.75

Top cards

#146 Moltres/#146 Moltres-R \$9.00-14.00
#25 Pikachu/#25 Raichu S-3 \$2.00-5.00
40 card set \$7.00-11.00 w/album \$11.00-15.00

Topps TV Animation Cards

Series 1

Release date: August 1999. Each package contains seven trading cards and one foil card and Pokémon #'s 1-76. There are pictures of Pokémon characters on the fronts and TV series-related text on the backs. 180 total cards: 76 Pokémon Cards, 13 TV Series Cards and 1 Checklist 90 (non-Foil) • 90 (Foil)

Complete Set

\$5.00-15.00 (non-foil) \$25.00-40.00 (foil)

Series 2

Release date: February 2000. Continuing Series 1, Series 2 starts with Pokémon #77 Ponyta and ends with #117 Seadra. Each package contains seven trading cards and one foil card. The card set (72 regular and 72 foil) consists of pictures of Pokémon on the fronts and TV series-related text on the backs. 144 total cards: 41 Pokémon, 25 Episode Guide cards, 5 Heroes & Villains cards and 1 checklist. The series also contains three levels of randomly inserted cards:

- Diecut Embossed (EV) — inserted 1:12 packs
- Clear Cards (PC) — inserted 1:9 packs
- Animation Stick-on — inserted 1:6 packs (Backs form 9-card puzzle)

Common Card range

\$0.10 (non-foil) \$0.10-1.25 (foil)
Die-cut embossed \$2.00-5.00
Clear Cards \$3.00-8.00
Animation Stick-on \$1.00-3.00

Topps Movie Cards

Release date: November 1999. These movie animation *Mewtwo Strikes Back* and

Pikachu's Vacation cards were released at the same time as *Pokémon: The First Movie*. Each package contains seven trading cards and one foil card. Each card features a scene from the movie. 144 total cards: 41 *Mewtwo Strikes Back*, 18 *Pikachu's Vacation*, 12 Evolution Cards, 1 checklist, 72 non-foil and 72 foil

- Diecut Embossed (EV) — inserted 1:12 packs
- Sticker Cards — inserted 1:2 packs (Backs form 9-card puzzle)

Complete Set

\$5.00-15.00 (non-foil) \$25.00-30.00 (foil)
Die-cut embossed \$30.00-40.00

Series 3

Release date: April 2000. A continuation of Series 1 and 2, each package contains seven trading cards and one foil card. The 144-card set (72 regular and 72 foil) consists of pictures of Pokémon characters on the fronts and TV series-related text on the backs. 32 Pokémon Cards, 12 Heroes and Villains Cards, 19 Orange Islands Episode Guide Cards, 6 Double-sided Puzzle Cards and 1 Checklist

- Pop-up Cards — inserted 1:6 packs
- Clear Cards — inserted 1:9 packs
- Diecut Embossed — inserted 1:12 packs

Complete Set

\$5.00-15.00 (non-foil) \$25.00-30.00 (foil)
Clear Cards \$10.00-15.00
Die-cut embossed \$25.00-35.00

Burger King Pokémon Cards

Release date: November 1999. These cards hit Burger King with the release of *Pokémon The First Movie*. Each Kids Meal included a Poké Ball with a toy and a Pokémon trivia card inside. 151 total cards

Complete Set \$5.00-20.00

Burger King Toys

Release date: November 1999. These toys hit Burger King with the release of *Pokémon: The First Movie*. Each Kids Meal included a toy.

Talking Plush	\$7.00-12.00
Rev Tops	\$1.00-3.00
Bean Bags	\$1.00-7.00
Launchers	\$1.00-3.00
Gold Plated Card set (4)	\$10.00-25.00
Light-Ups	\$2.00-7.00
Keychains	\$1.00-3.00
Squirters	\$1.00-3.00
Complete Set	\$50.00-\$75.00

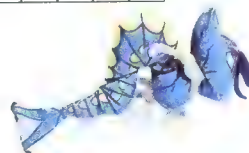
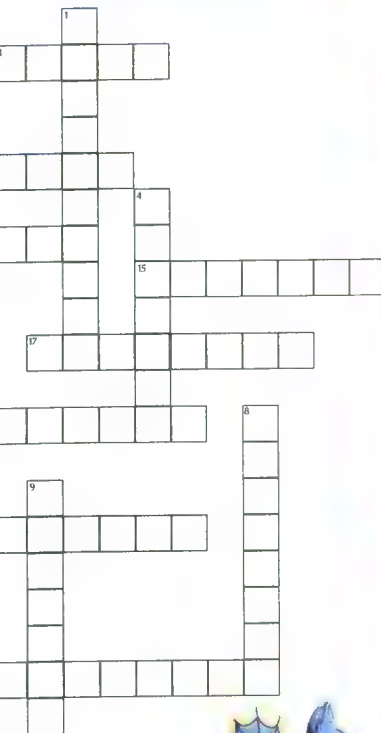


DOWN

1. Ash ties a ribbon around _____ to try and attract a mate
2. The _____ Kid protects his adoptive family
3. Dr. Proctor took one out of Pikachu's throat
4. Jesse's old rival
5. James' long lost fiancé
6. James wants to _____ Togepi and then eat it
7. Scyther slashes a _____ bottle and goes berserk
8. Melvin the _____
9. Team Rocket stole one stinky ingredient for _____
10. Laura Laramie asks Ash to ride _____ after she injures her arm
11. Battles Ash for the Soul Badge
12. Diglett are upset because a _____ is being built over their home

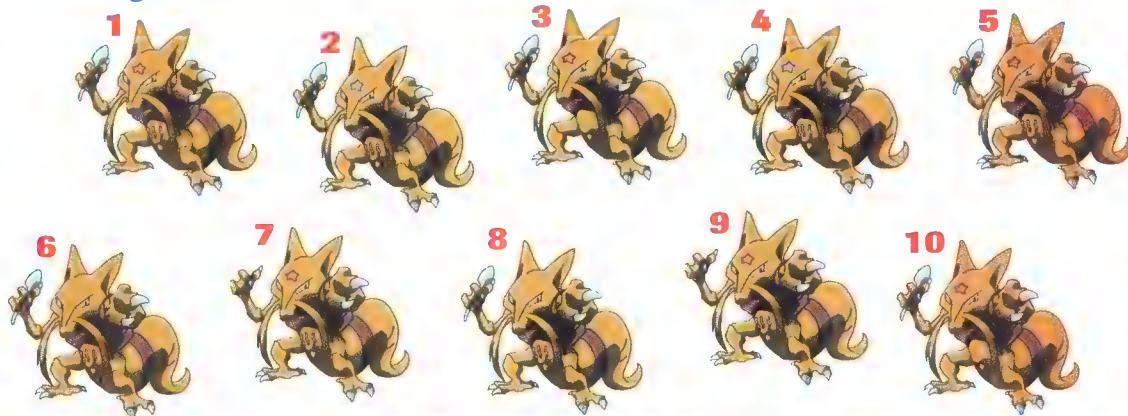
ACROSS

13. The Squirtle _____ become firefighters
14. Abandoned by Damian because he was too weak
5. Puts the residents of Neon Town to sleep
15. Clogged up a river and wouldn't wake up
16. What everyone is looking for in Grandpa Canyon
17. Nurse Joy lends the gang bikes to deliver _____
18. Found abandoned and tied to a tree
19. Once thought to be extinct — catches Ash in its Talons



20. Bulbasaur _____ in the Mysterious Garden
21. Misty left Psyduck to be trained at the Pokémon _____ Center
22. Snap is a Master Pokémon _____
23. Pikachu gets a brief boxing lesson from _____

Use your brain waves to match up pairs of Kadabra



Monster Creations



Superchu

By Josh Randall, 11, New Hampshire



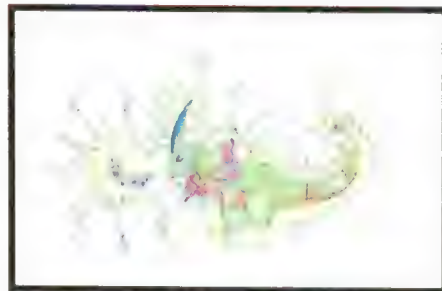
Disco Psyduck (Height: 2' 7", Weight: 43 lbs)

By William Adams, Texas



Wingcat

By Ming Juang Zhang, 14, Vermont



Himoki (Height: 2' 7", Weight: 167 lbs)

By Sarah Elder, 11, Oregon



Charvenustoise (Height: 9' 7", Weight: 2,986 lbs)

By Sara Milton, 12, California



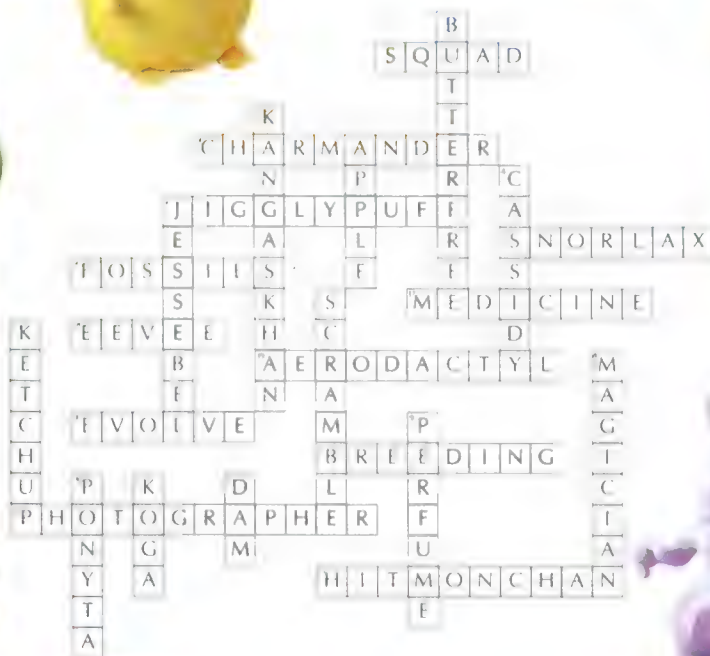
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Up Answers

- 1 matches 5
2 matches 4
3 matches 10
6 matches 8
7 matches 9



Answers to Pokémon TV Trivia Crossword



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